

Archie
ADVENTURE
SERIES

NO.31
FEB. \$1.50

SONIC

THE HEDGEHOG

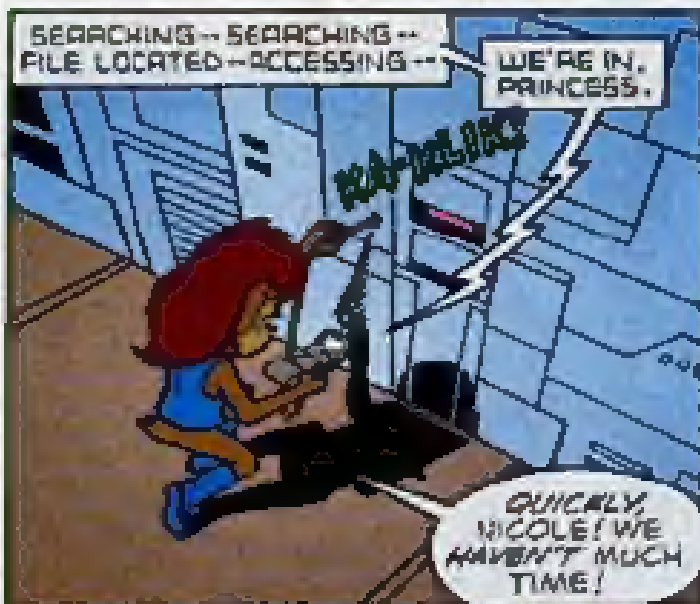
NUCKLES
SOLO STORY
INSIDE!



Turtlewing
Productions

Koifuu.Com

59A2
HARD



CHUG-CHUG-CHUGGA-CHUGGA!

SONIC THE HEDGEHOG!

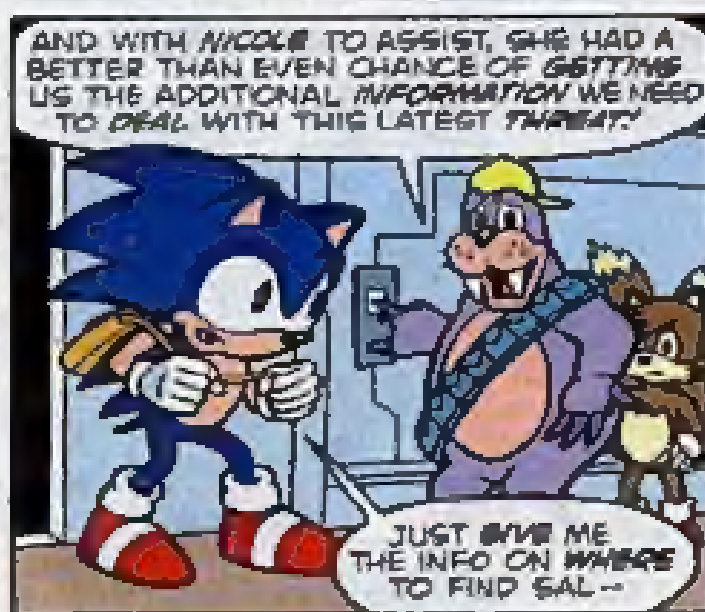
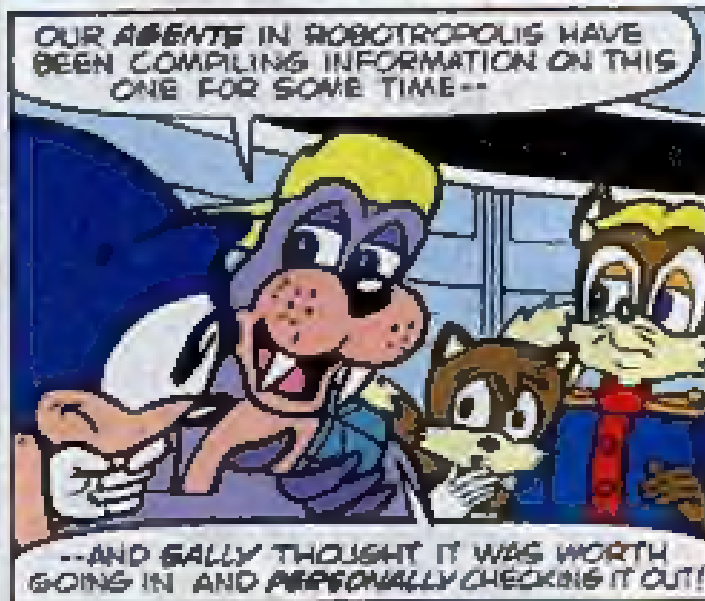
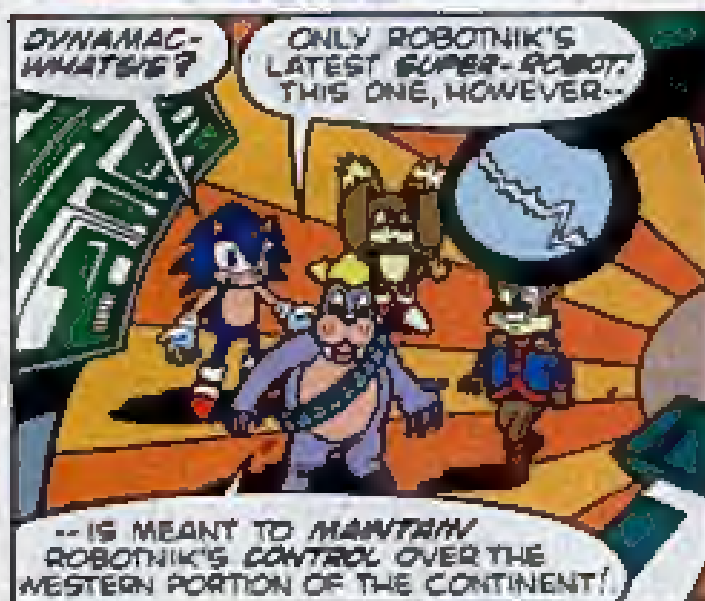
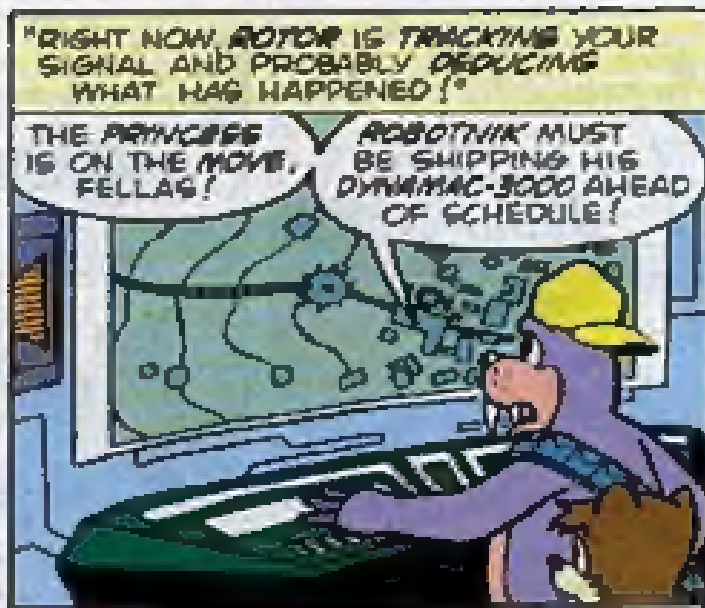
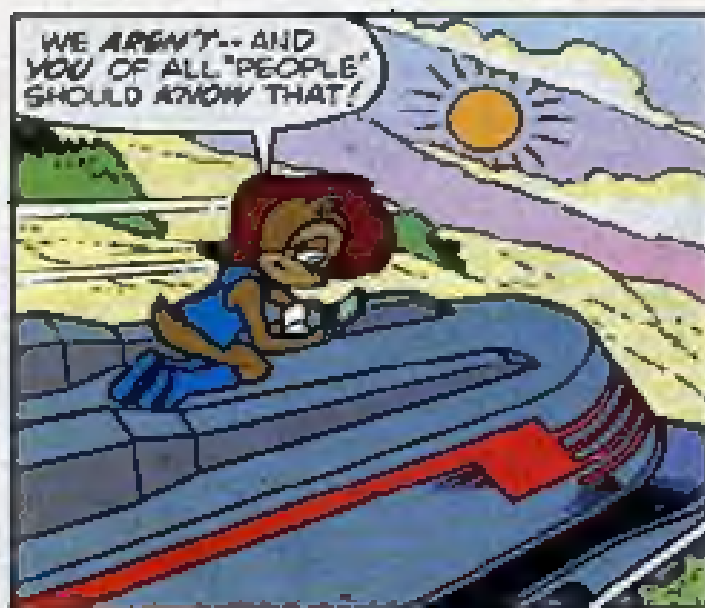
A ROBOT RIDES THE RAILS

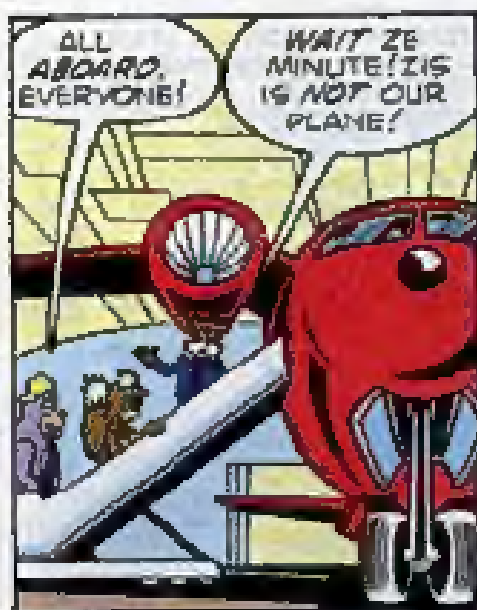
THIS IS FOOLISH,
PRINCESS, WE CAME TO
GATHER INFORMATION--

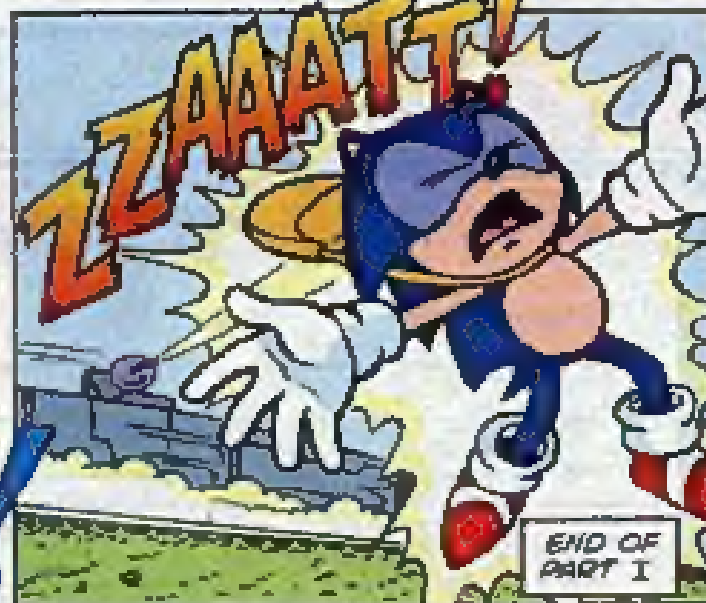
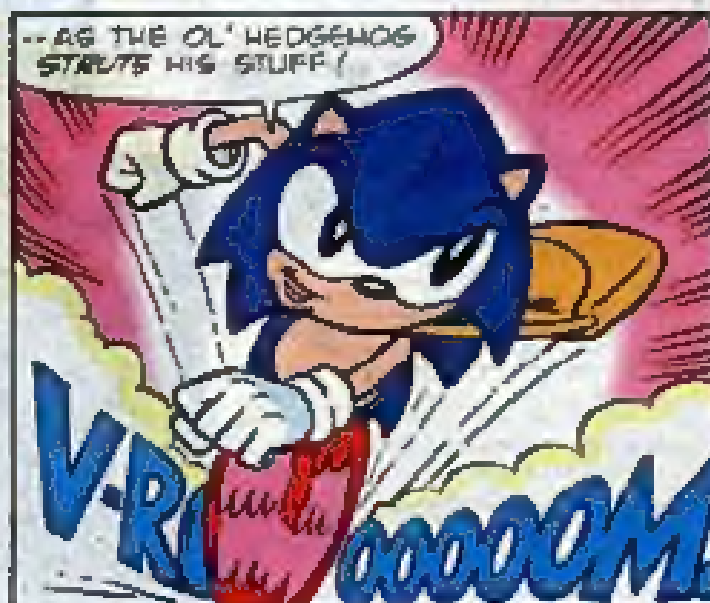
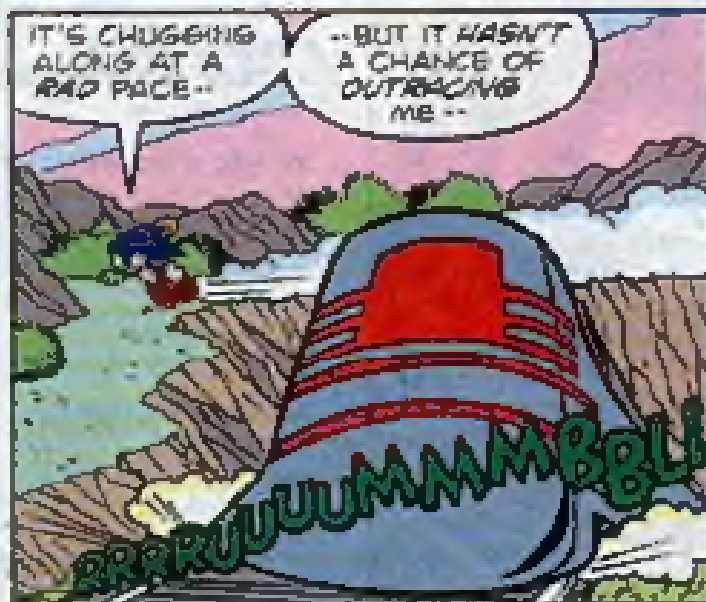
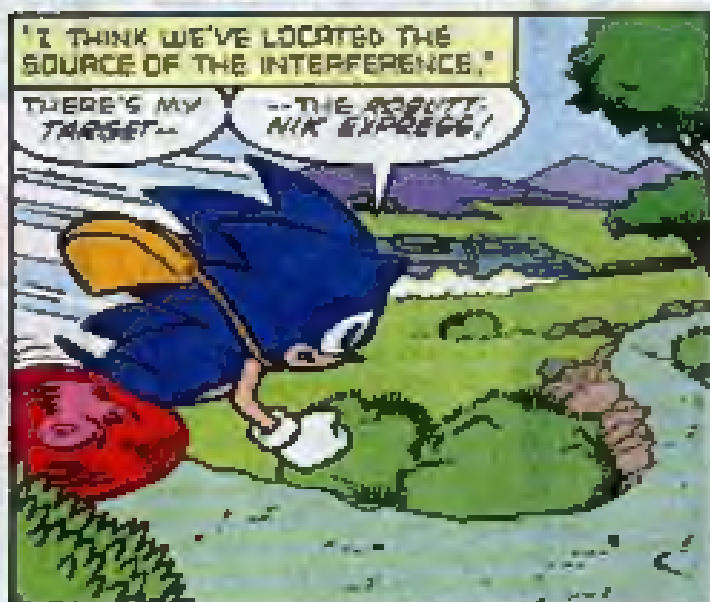
EDITOR-IN-CHIEF
RICHARD
GOLDWATER

THAT DOESN'T MEAN
OPERATING WITHOUT
A BACK-UP!

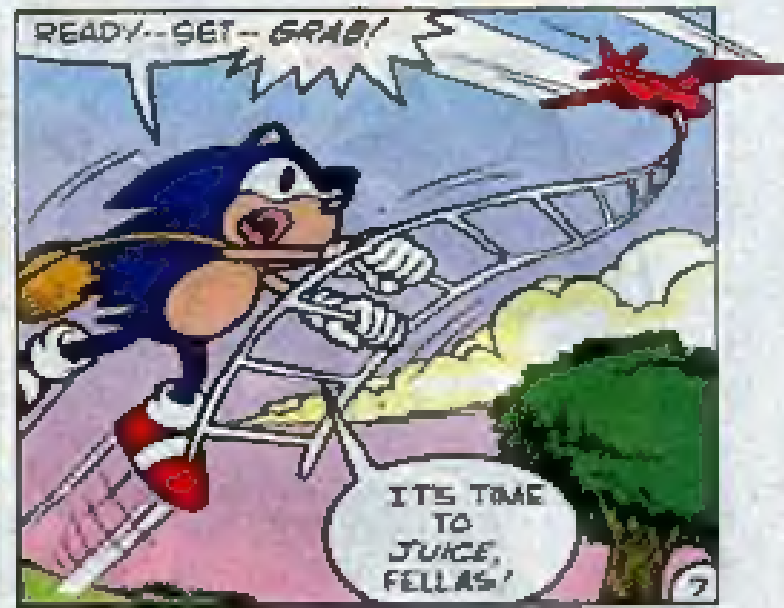
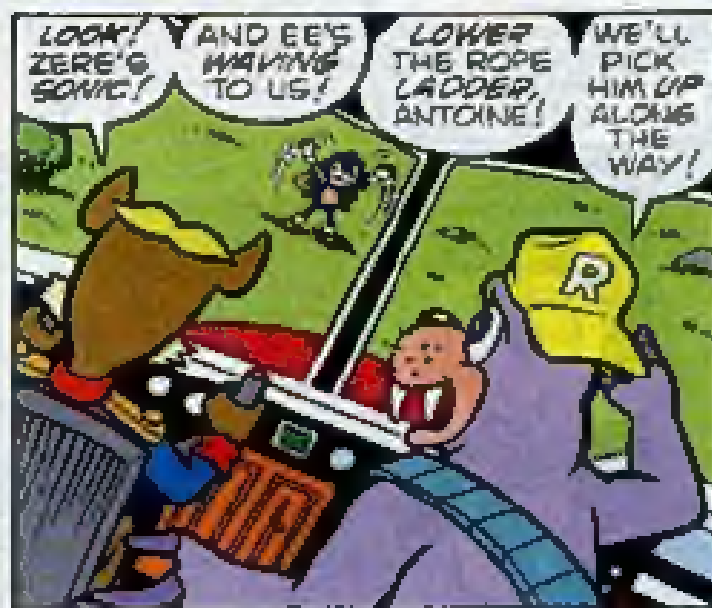
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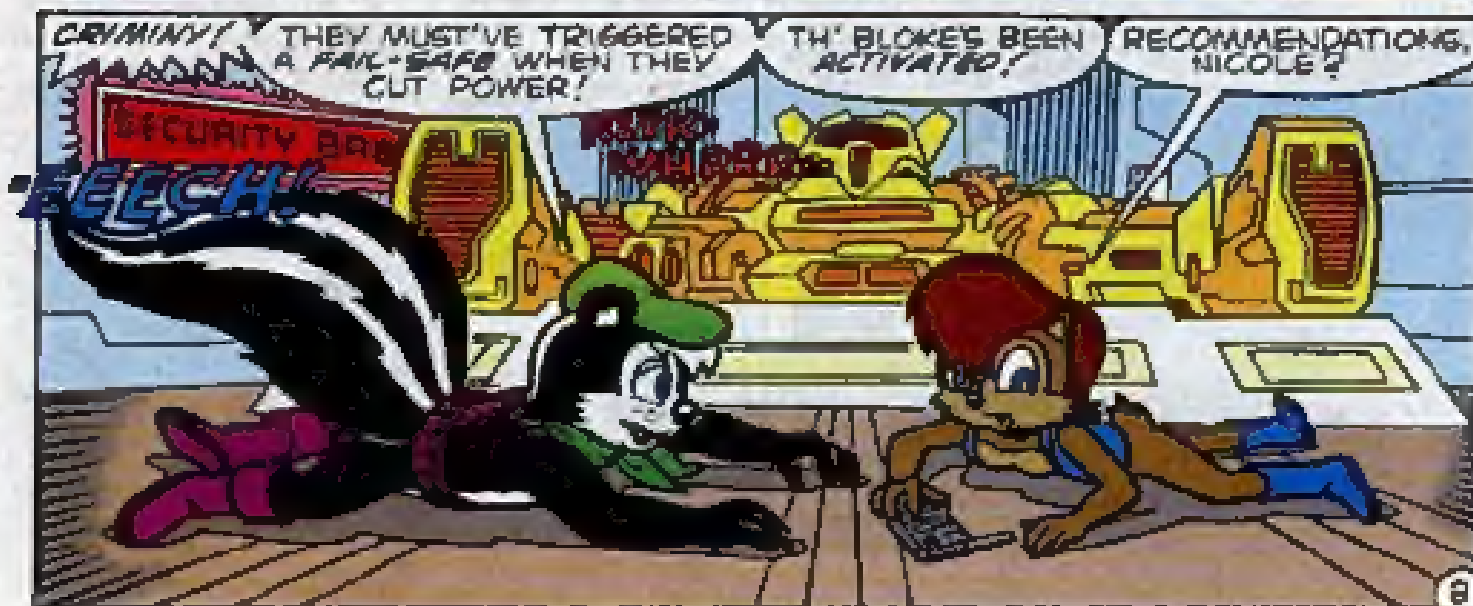
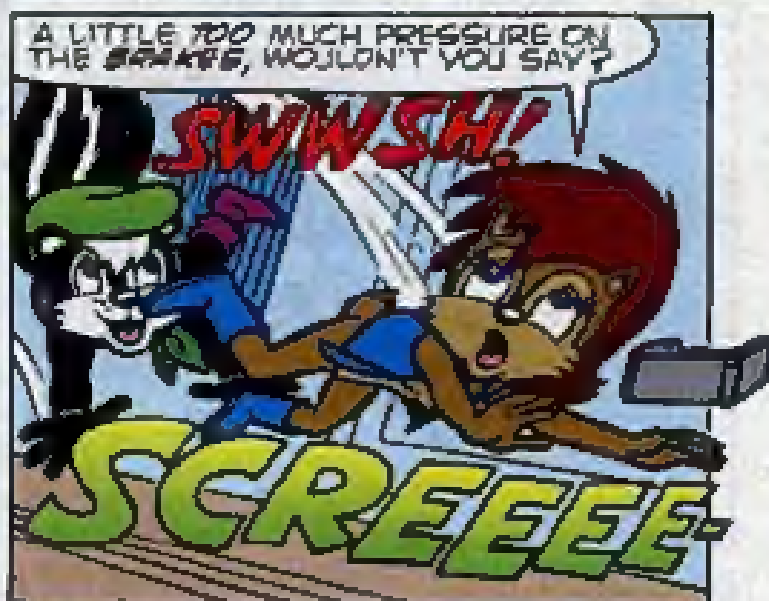
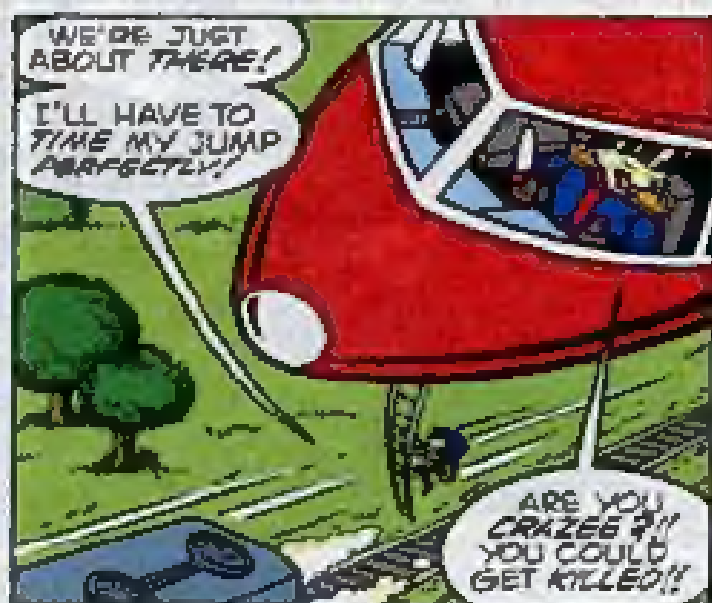


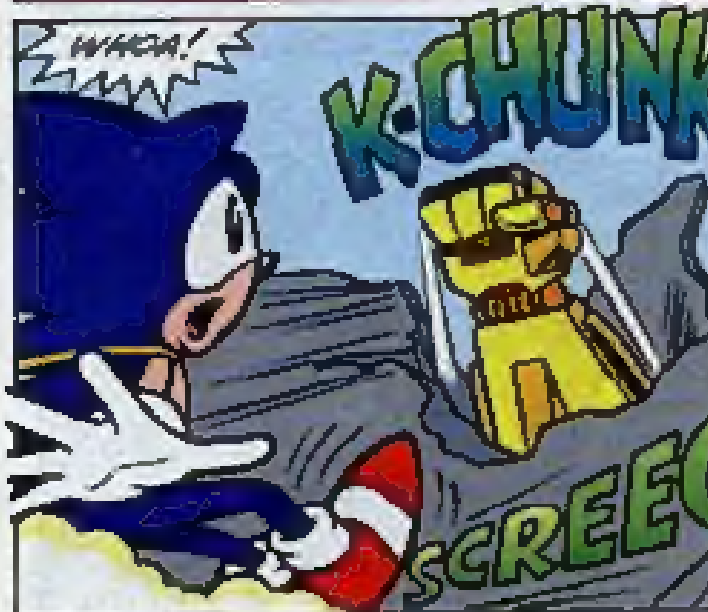
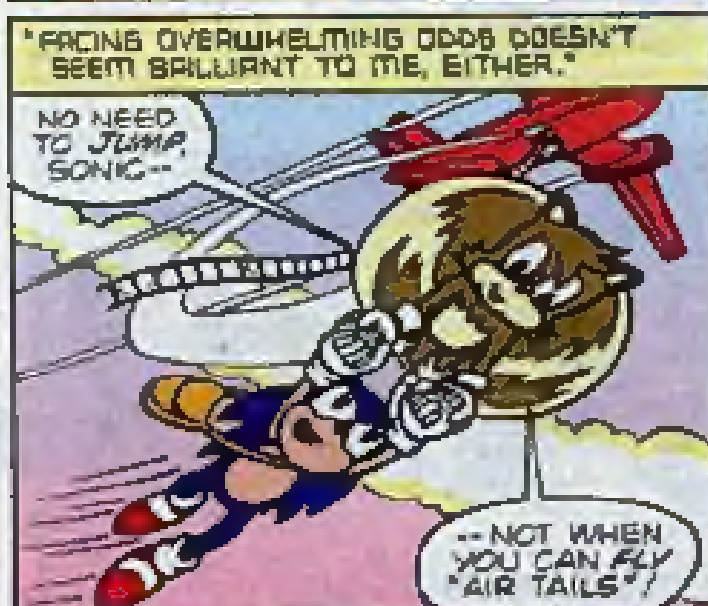


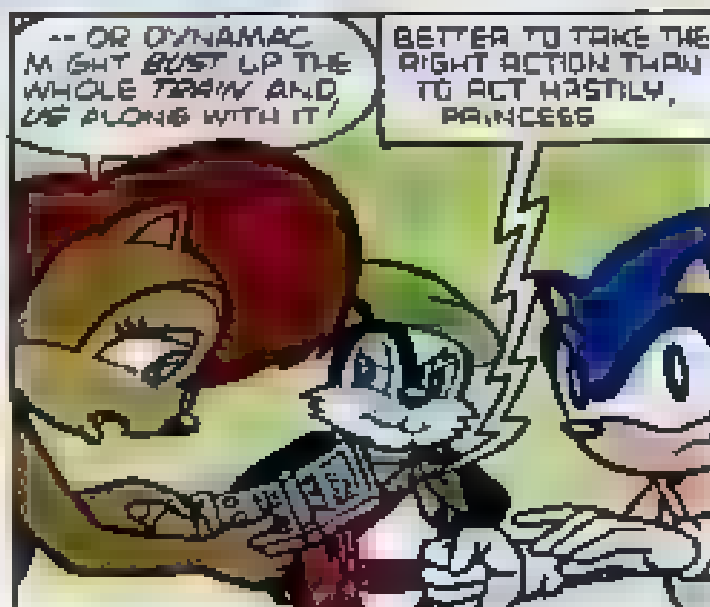
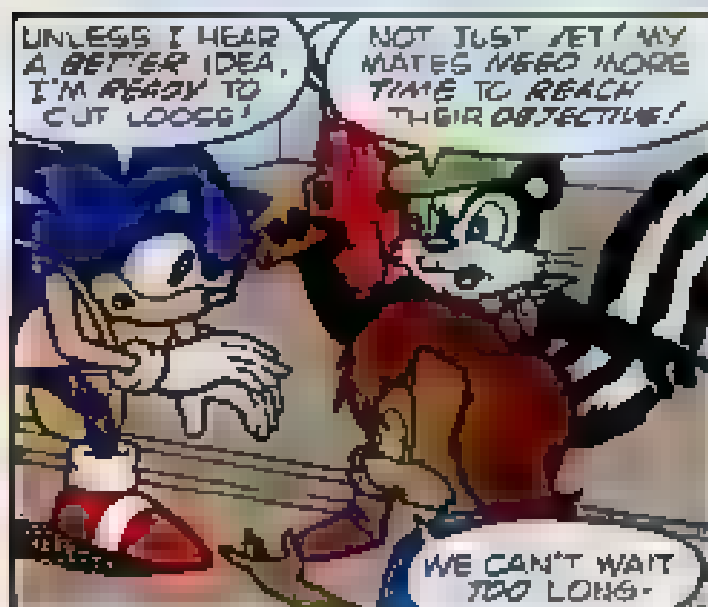
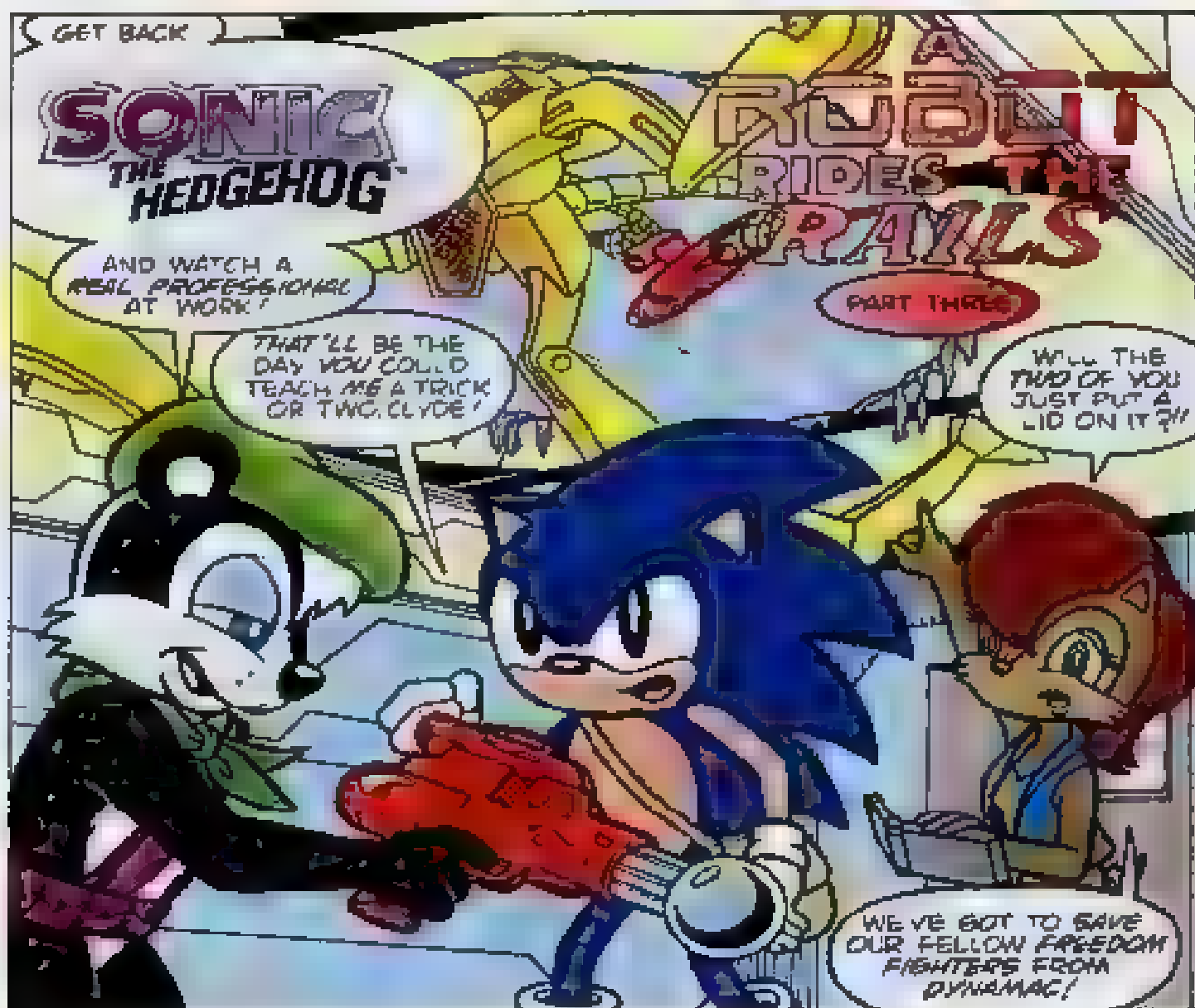


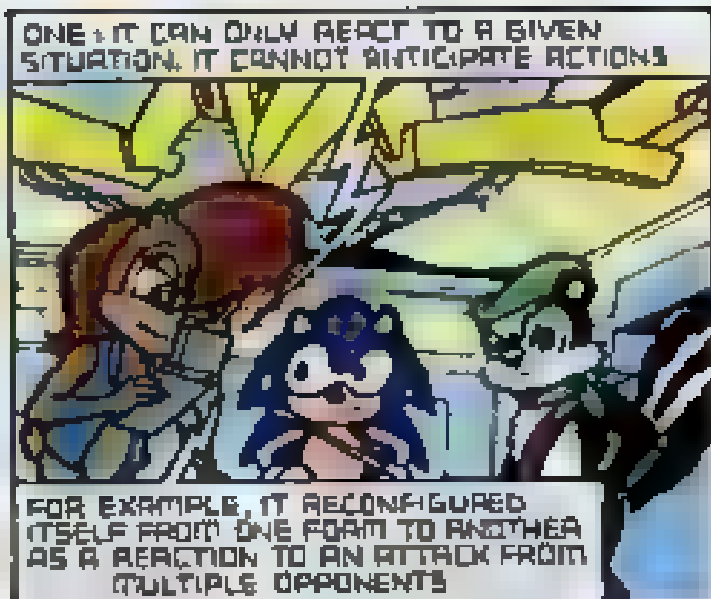
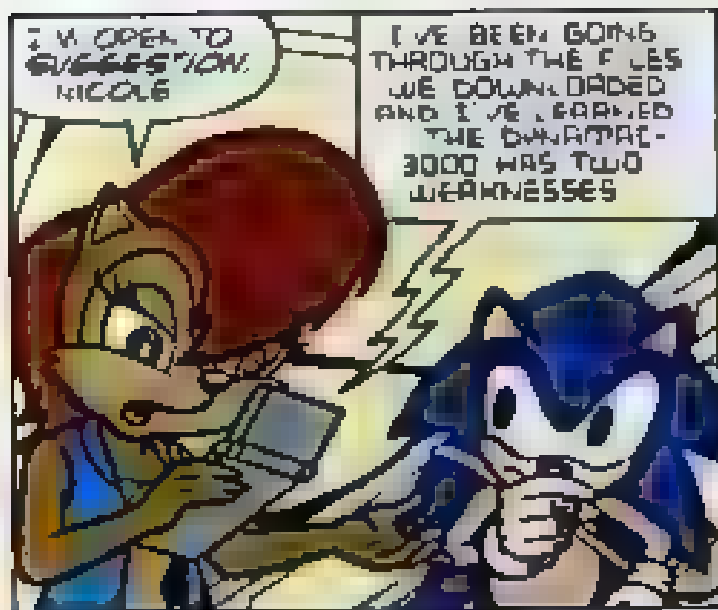




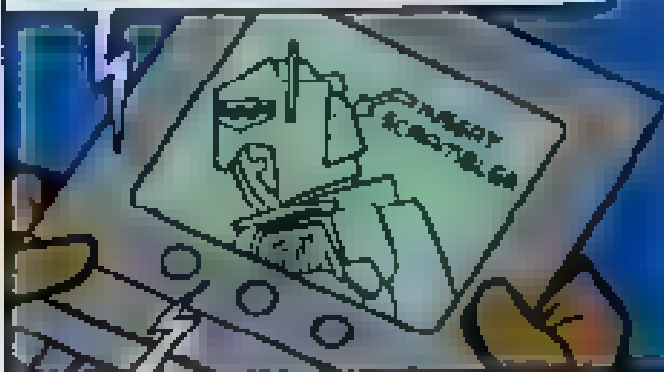






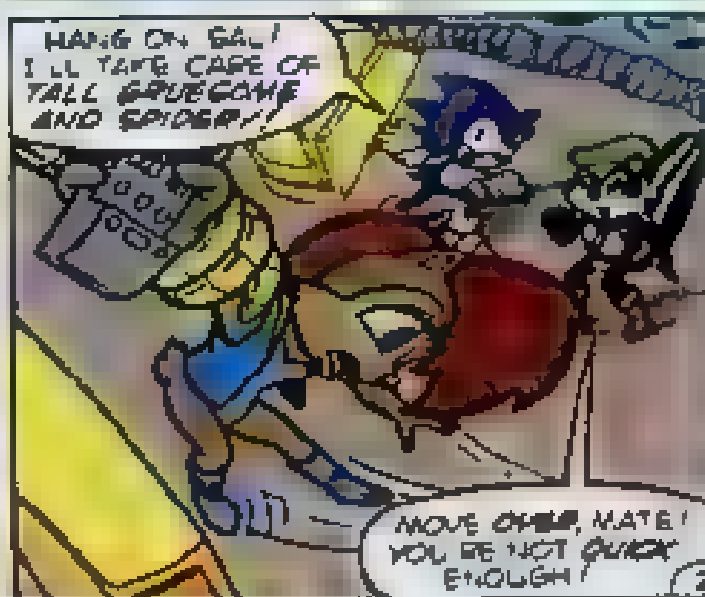
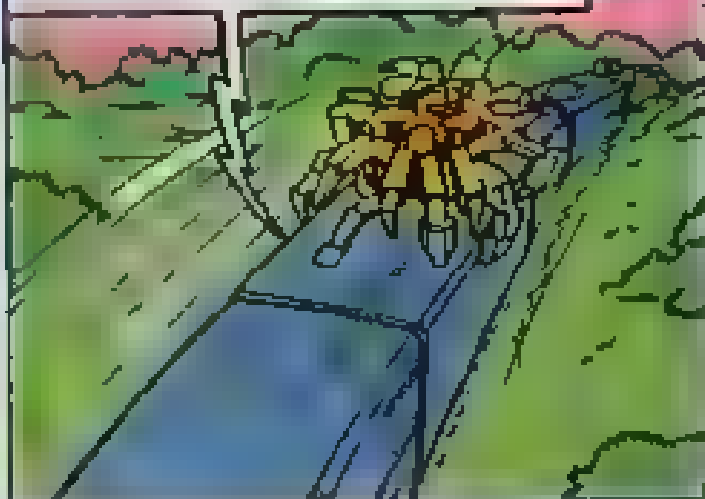


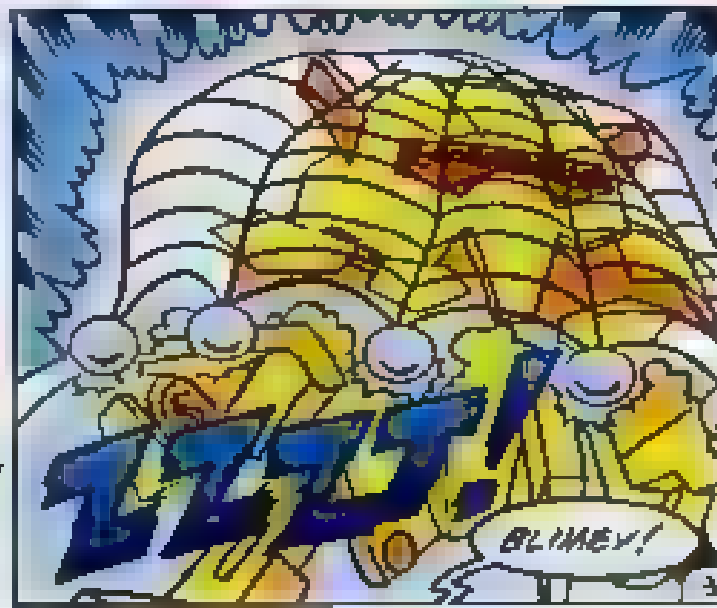
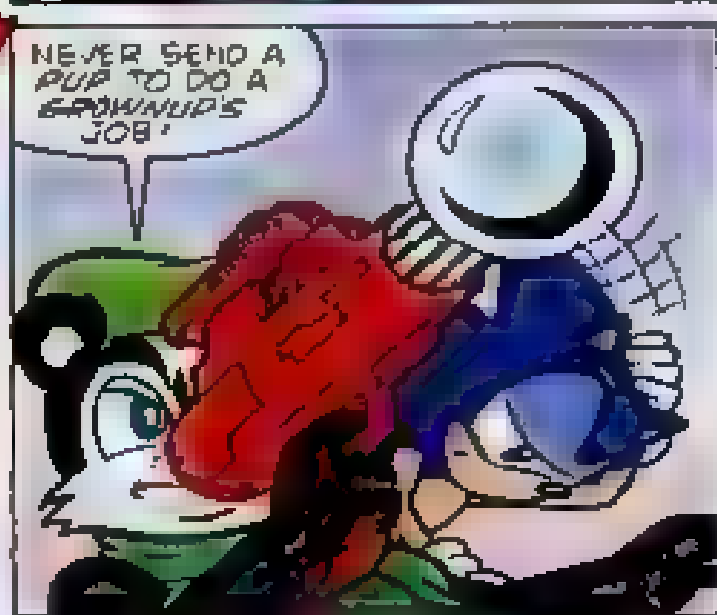
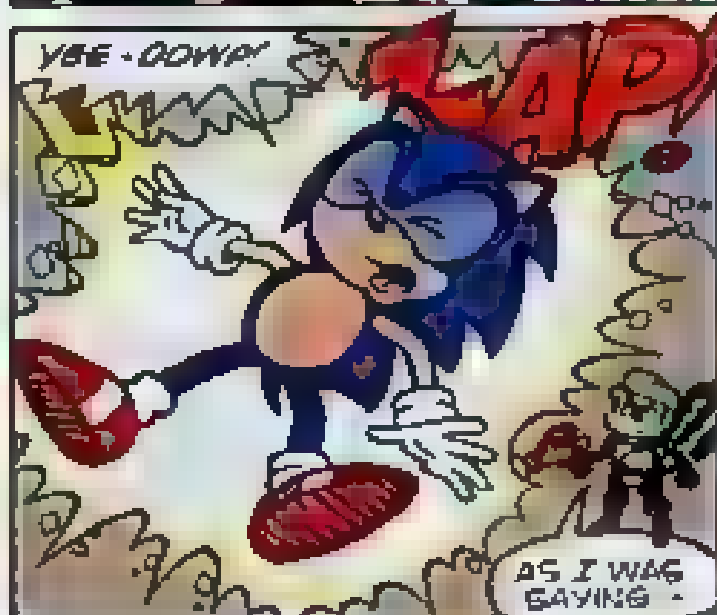
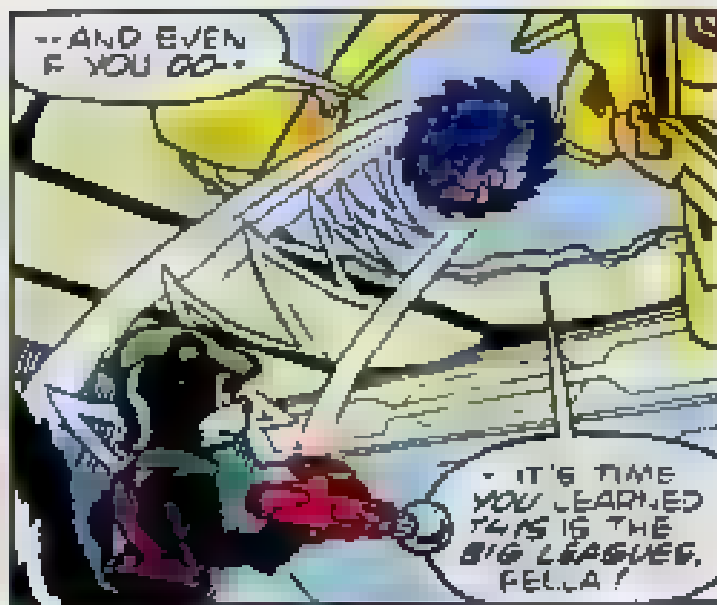
TWO: CONFIRMING THE INFORMATION ROTOR RECEIVED FROM OUR AGENTS, IT CAN BE DEACTIVATED WITH AN ELECTRONIC PULSE SCRAMBLER PLUGGED INTO ITS CENTRAL PROCESSING UNIT

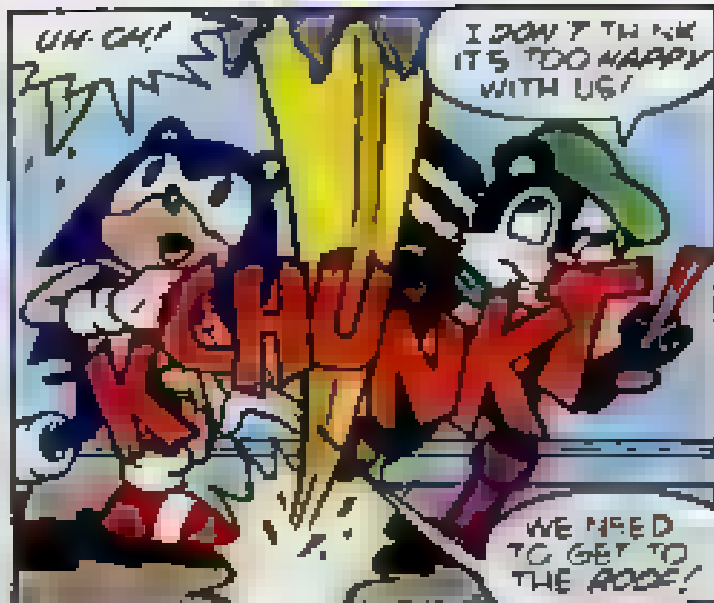
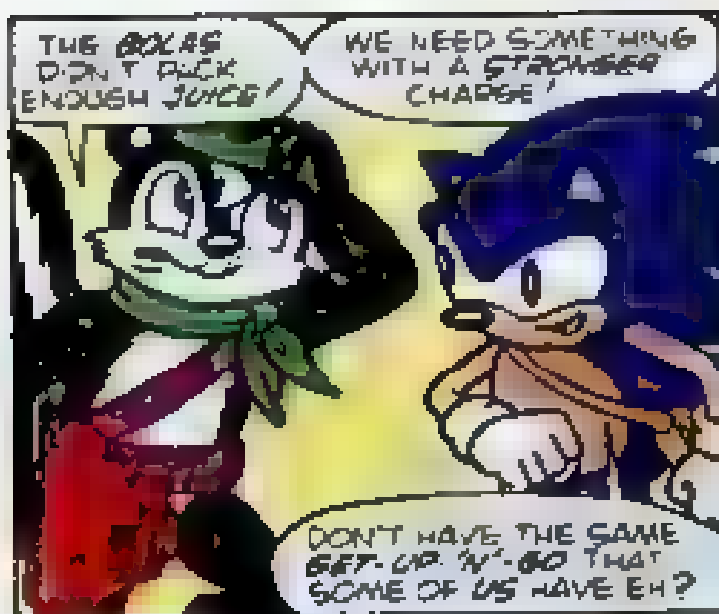


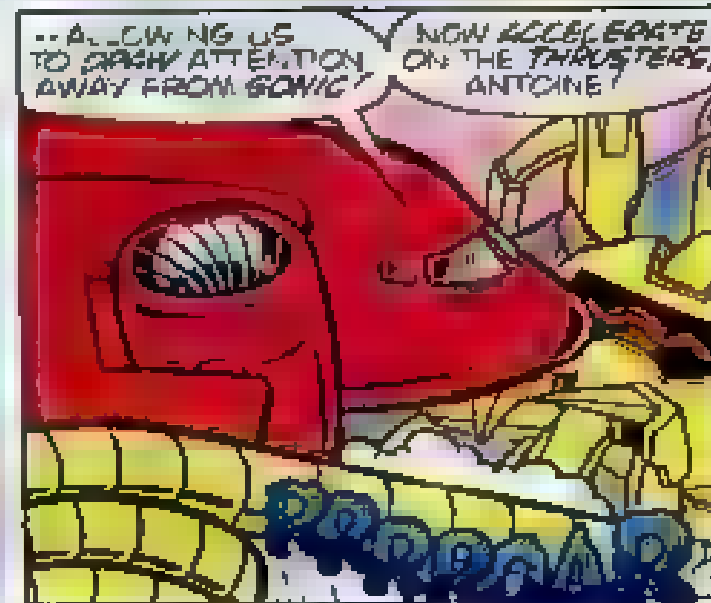
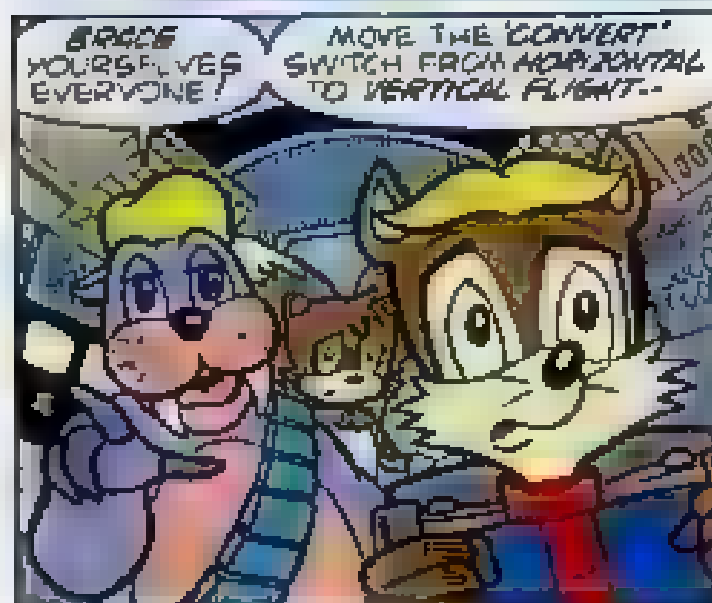
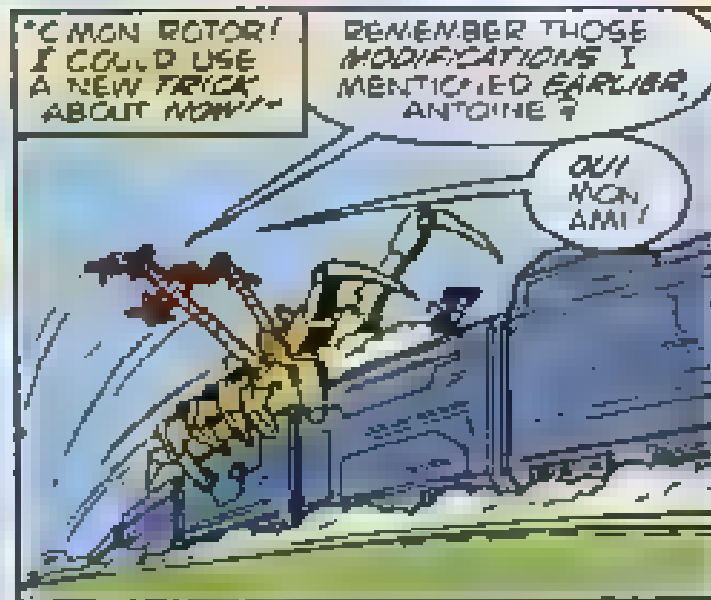
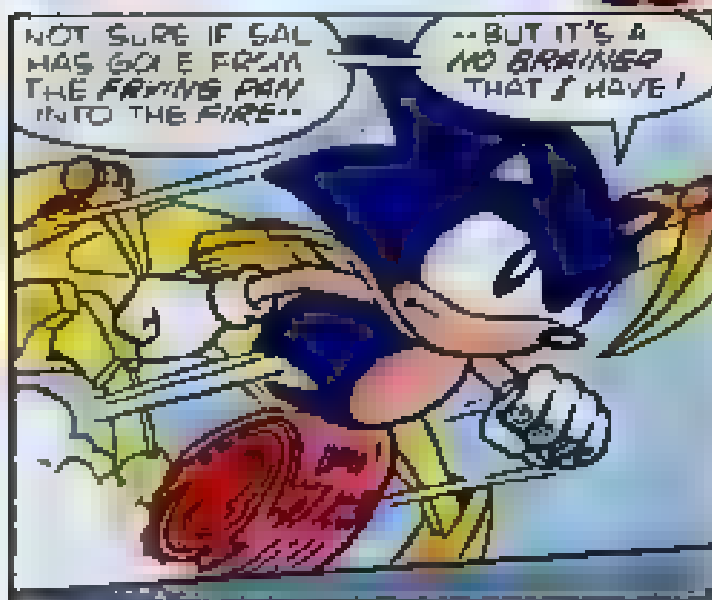
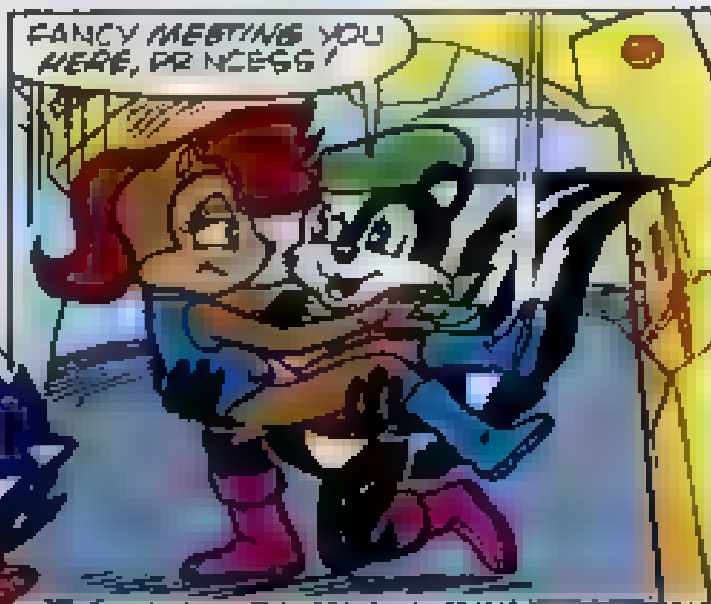
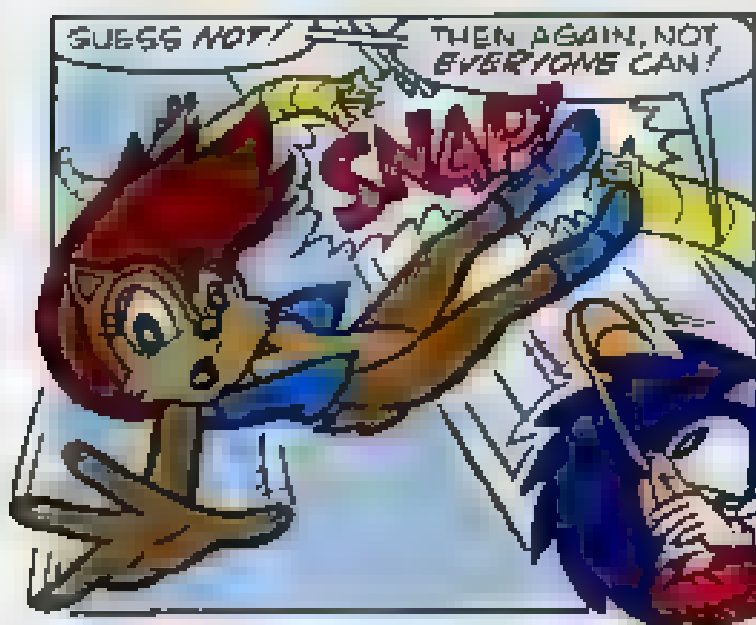
ONCE INSERTED, ALL SHUTDOWN SYSTEMS WITHIN ITS MAINFRAME CAN BE ENGAGED

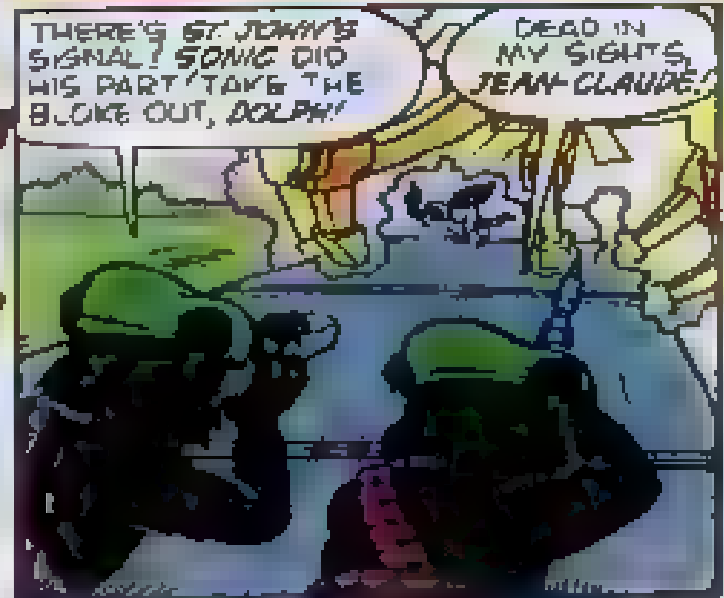
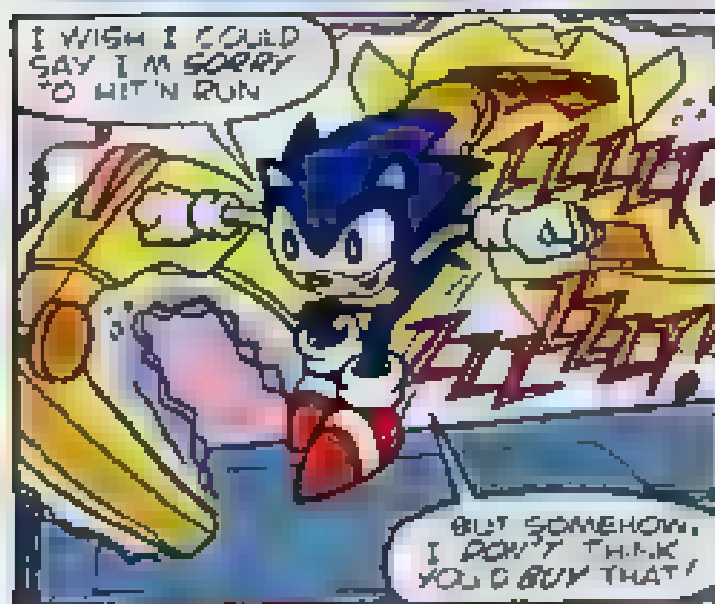
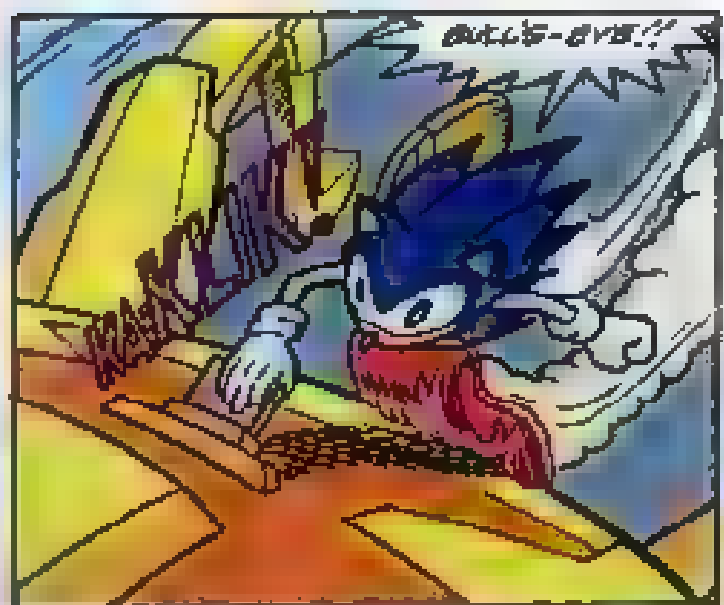
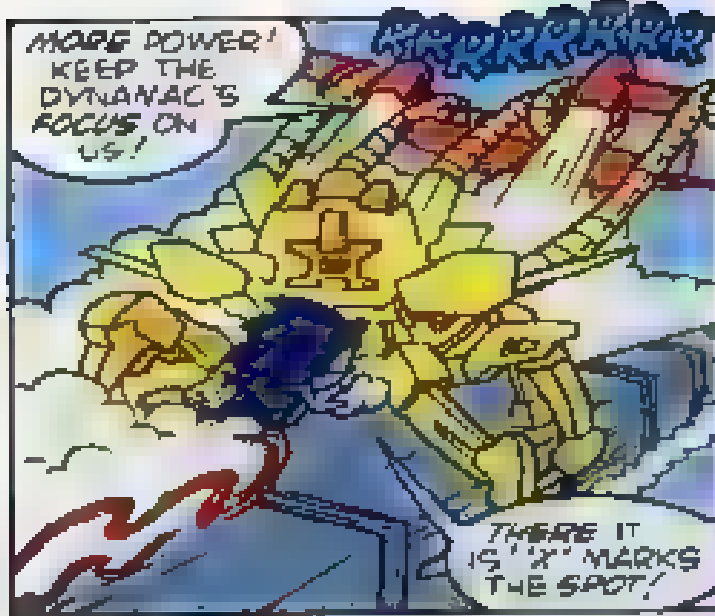
THEREFORE, YOU MUST EXPLOIT THE FIRST WEAKNESS IN ORDER TO TAKE ADVANTAGE OF THE SECOND

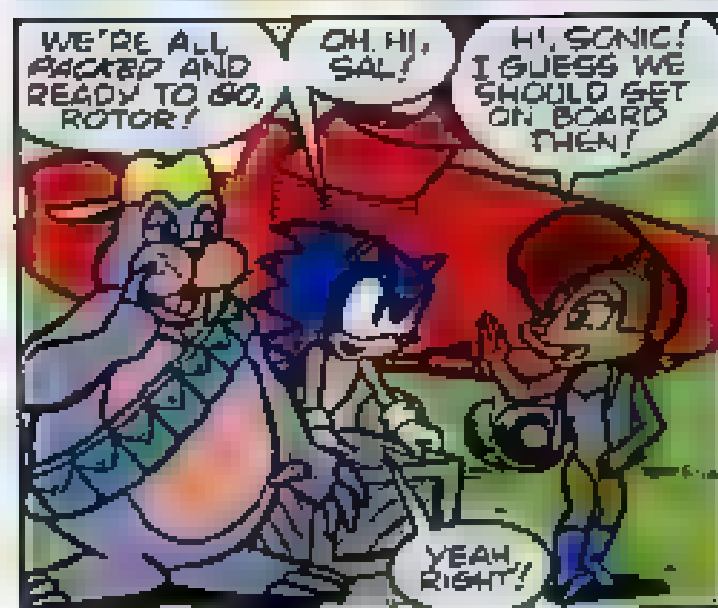
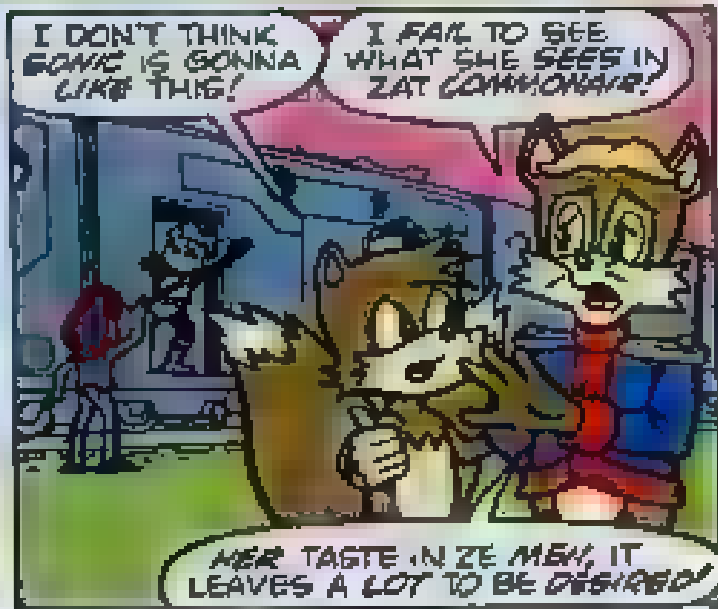
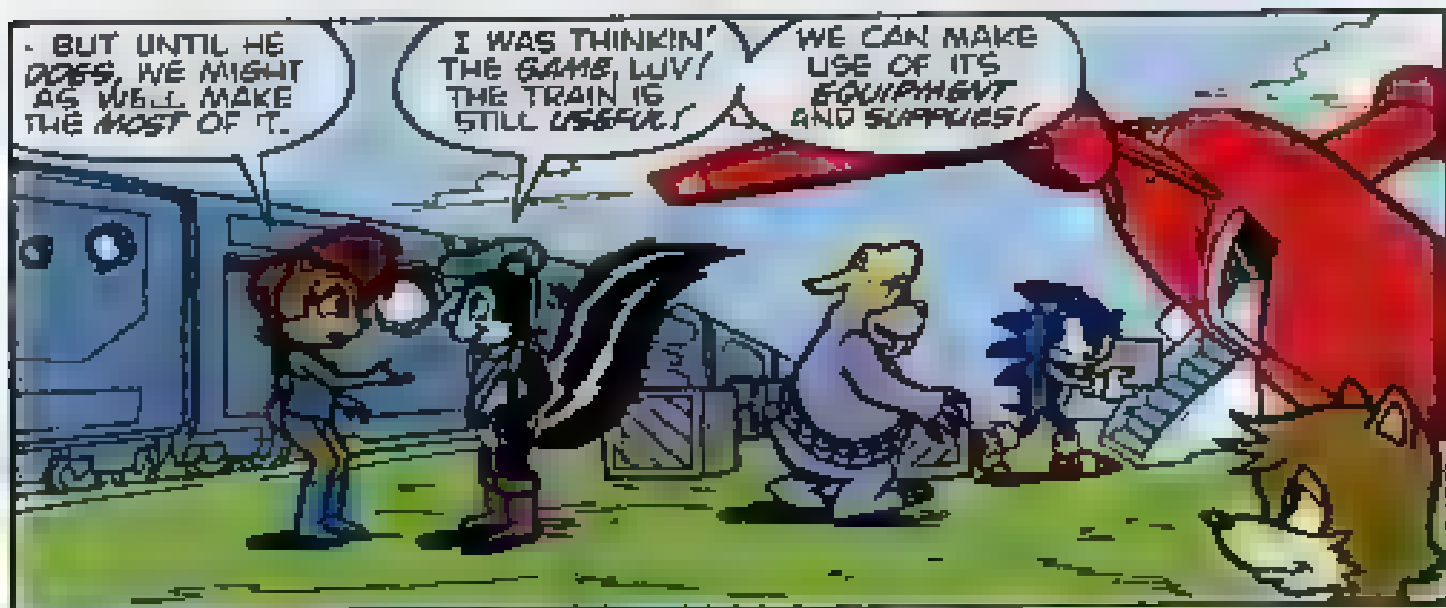












SONIC'S FRIENDLY NEMESIS KNUCKLES

LOST... AND FOUND!

PART I

CHADAM! ESPID
MIGHTY... VECTOR...

THE CHAOTIX
ARE MISSING...

... AND
IT'S ALL MY
FAULT!

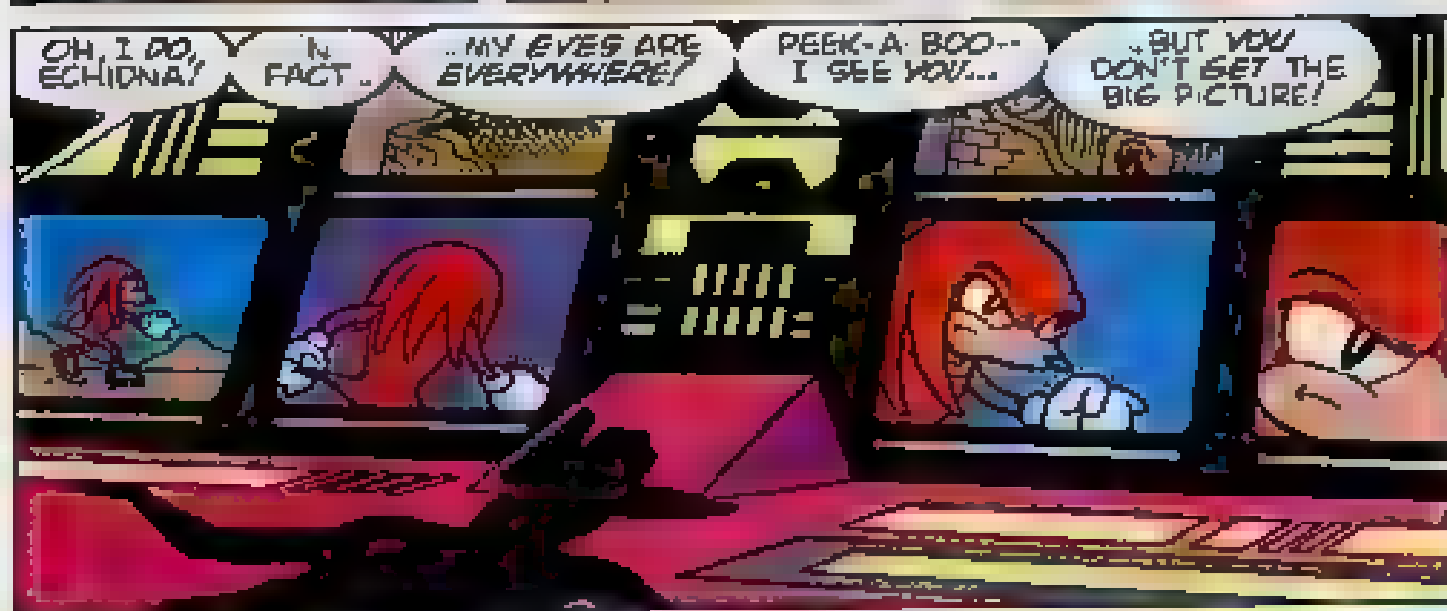
SCRIPT: TONY KANTERBROUCH
& KEVIN FENICHERS
PENCILS: KEVIN FENICHERS
INK: JON D'ASIS/PAD

WELL - MAYBE I
CAN SHARE SOME
OF THE BLAME...

... WITH
ARCHIMEDES!

NOT SURE WHERE
"MR. MYSTERY" IS
HOLDING THEM...

... BUT IT CAN'T BE
FAR FROM THESE
ANCIENT RUINS!

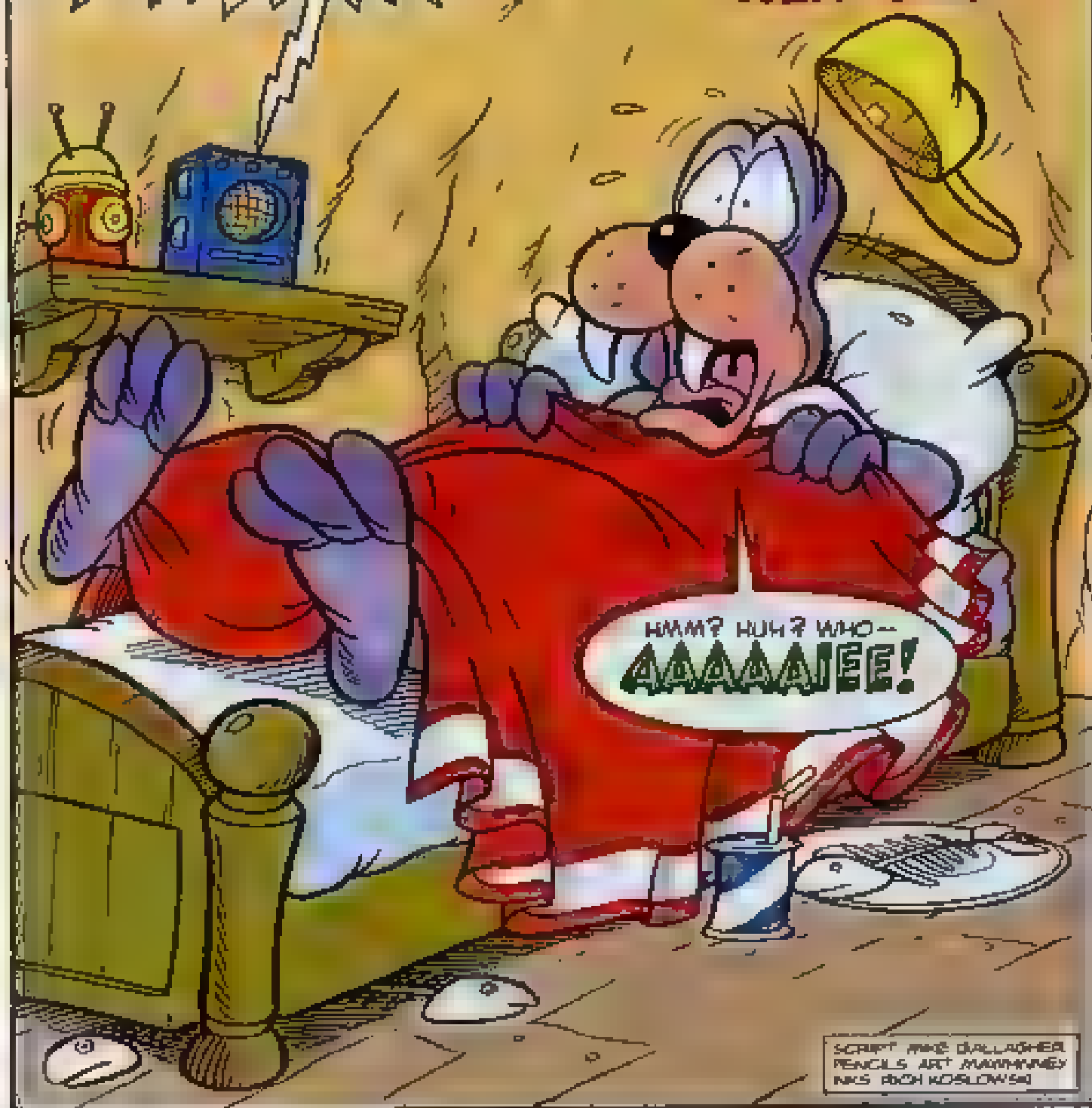


ROTOR!

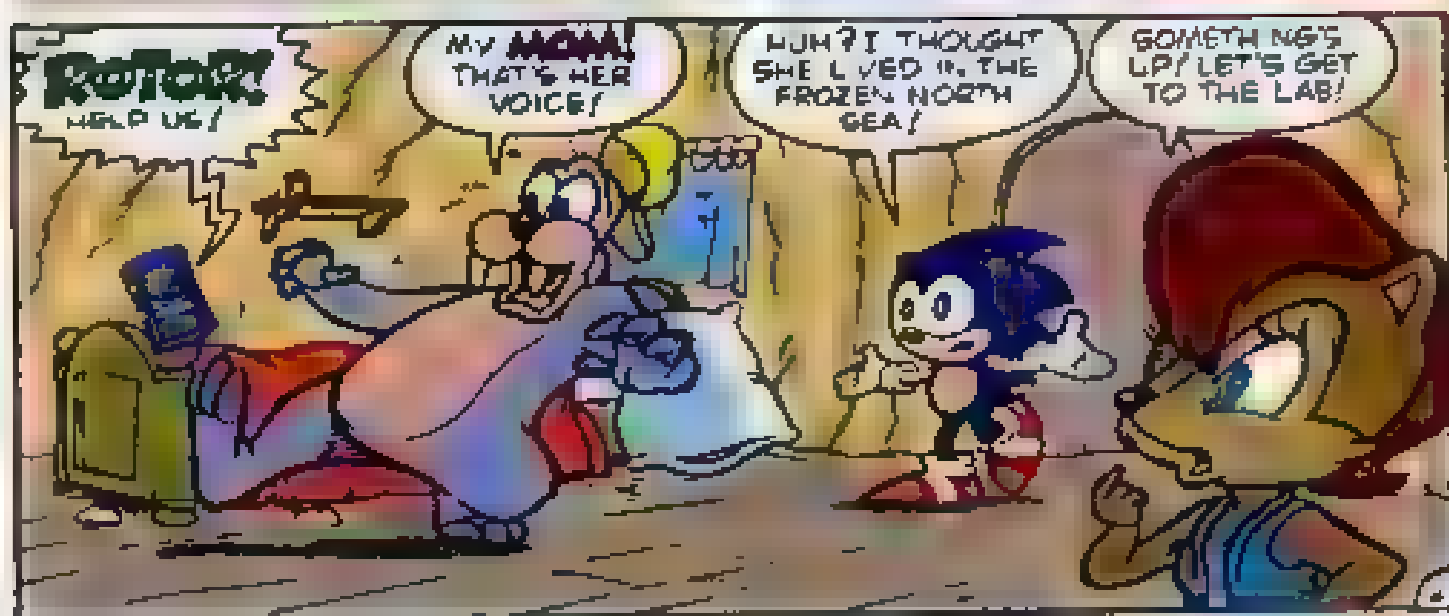
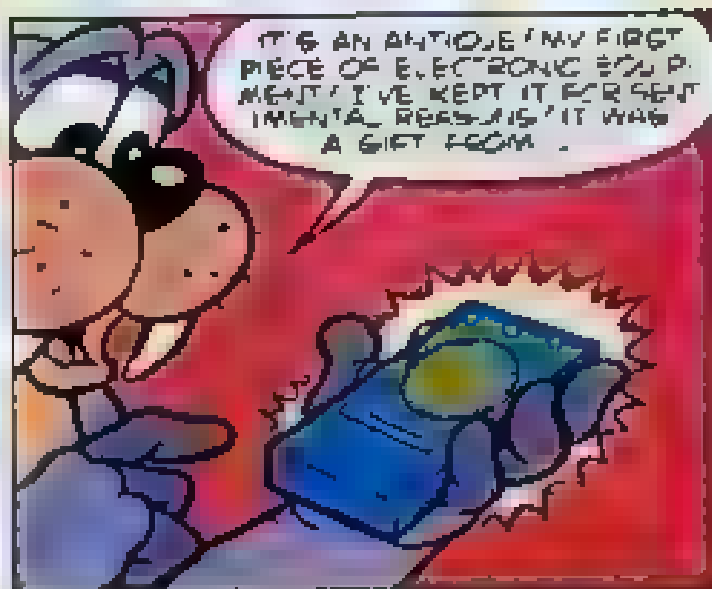
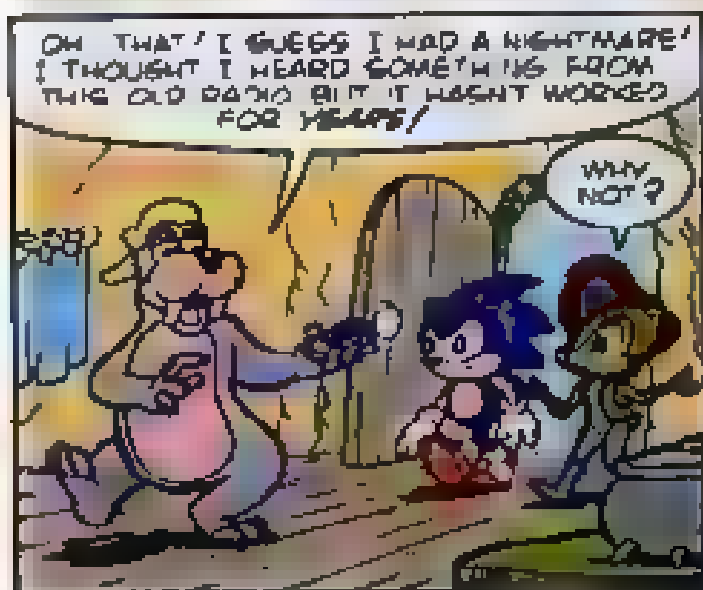
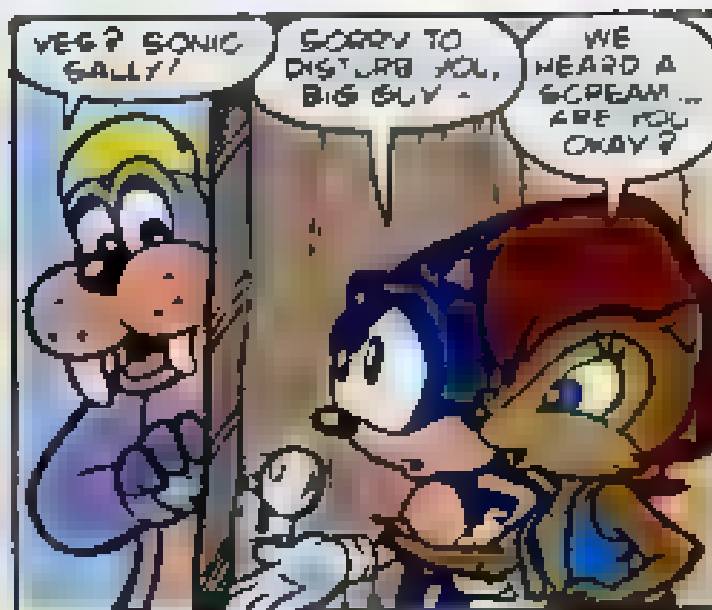
in

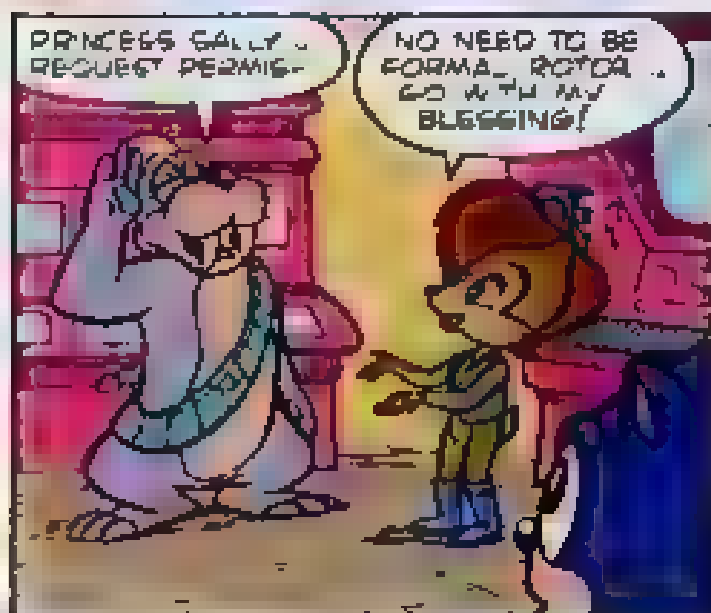
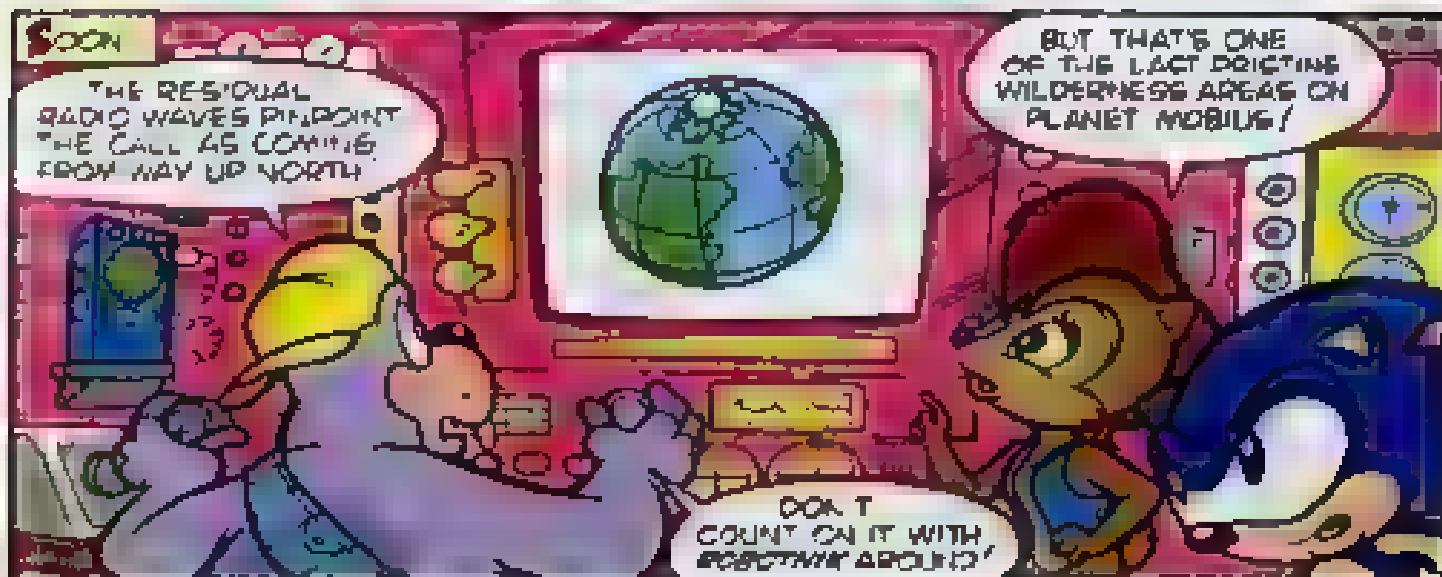
Tundra ROAD

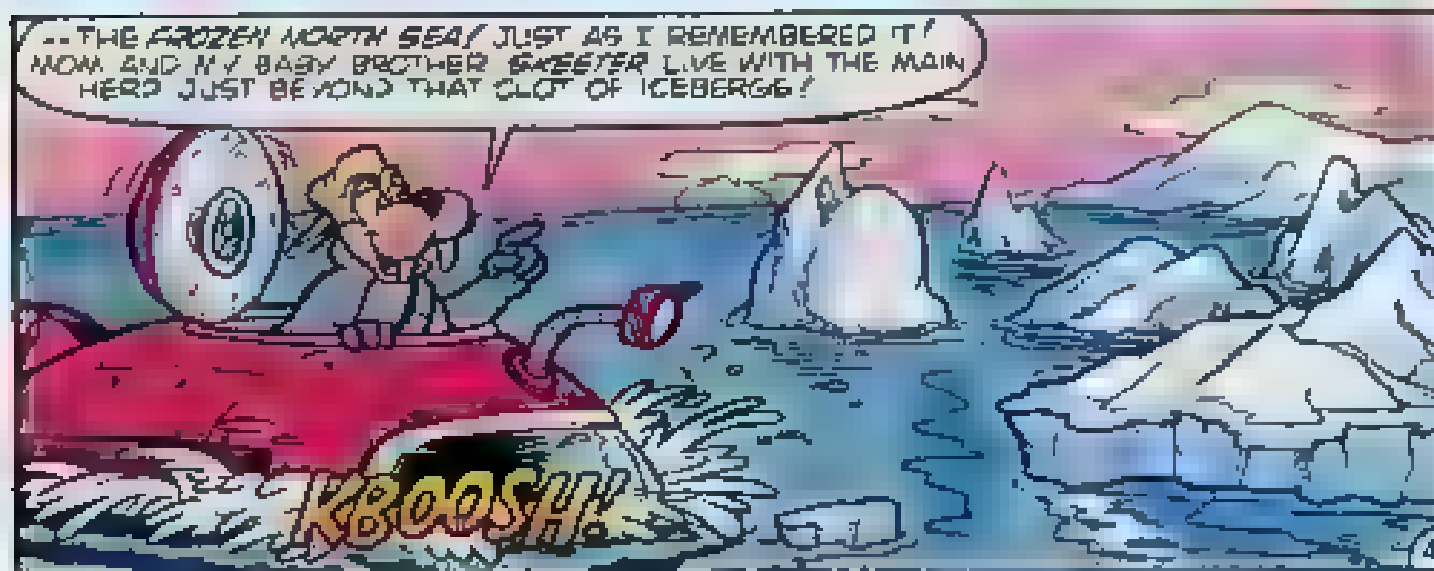
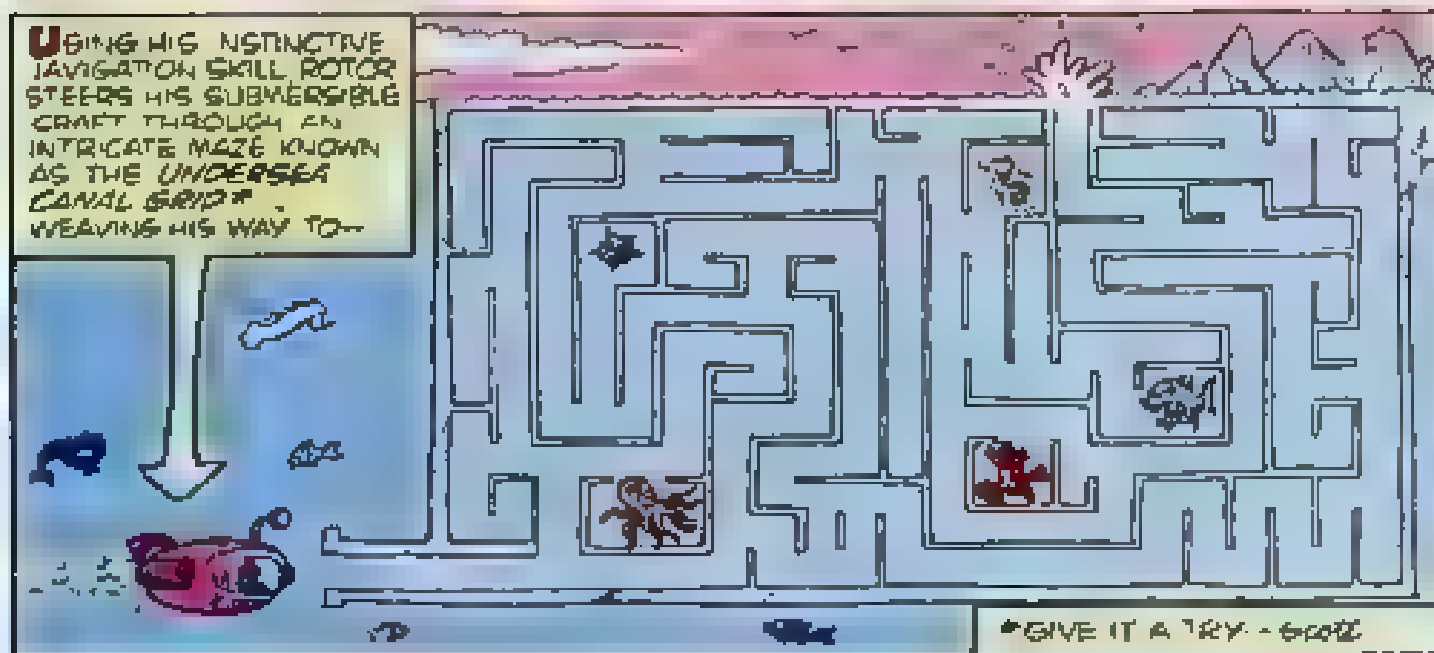
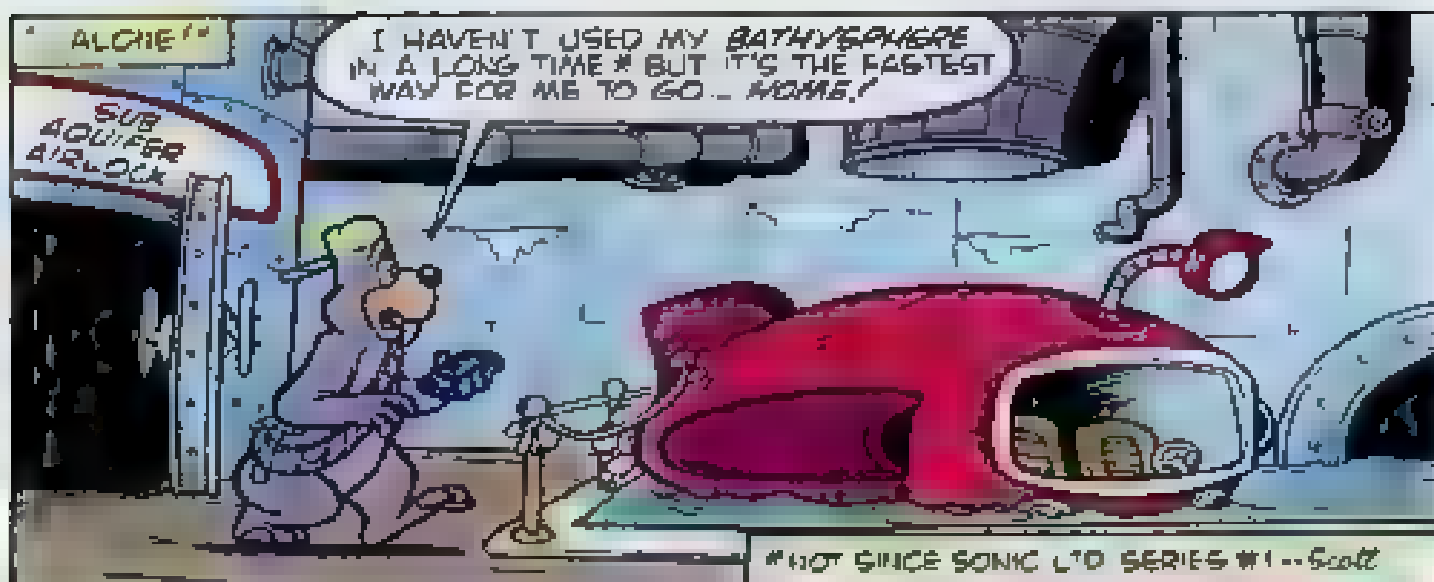
- PART ONE -

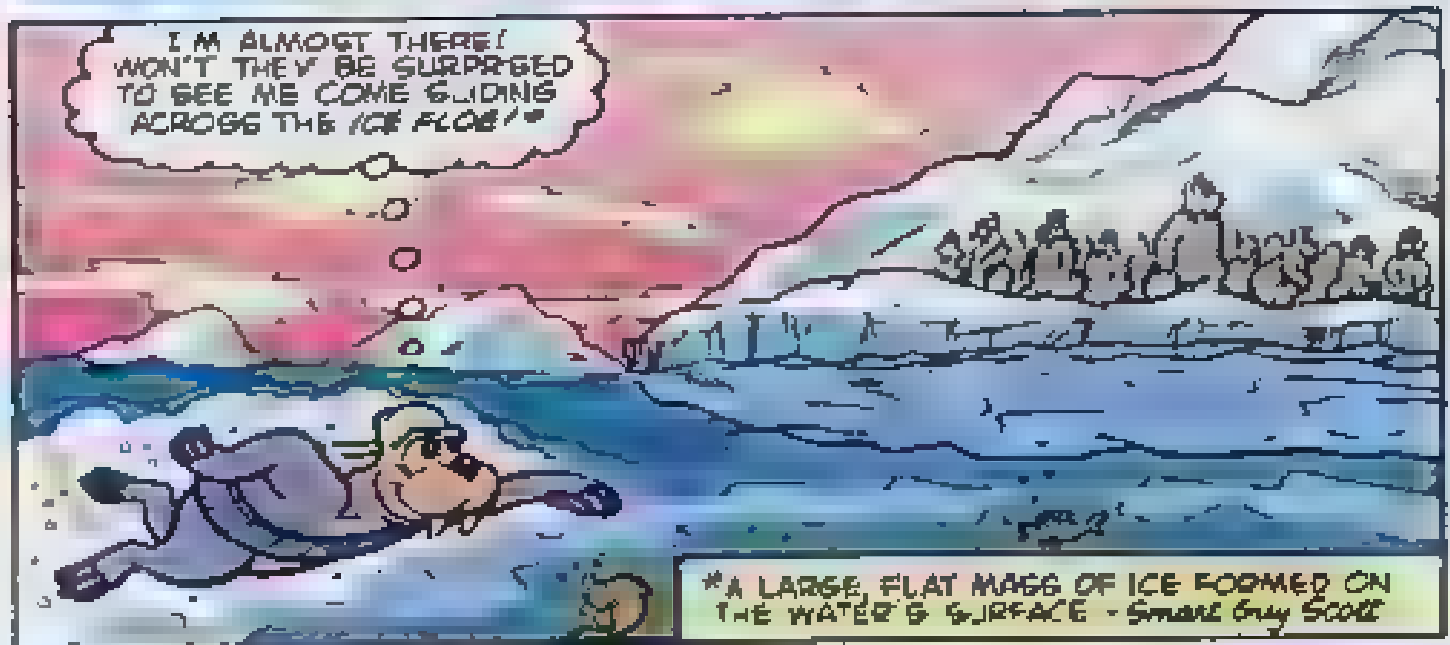
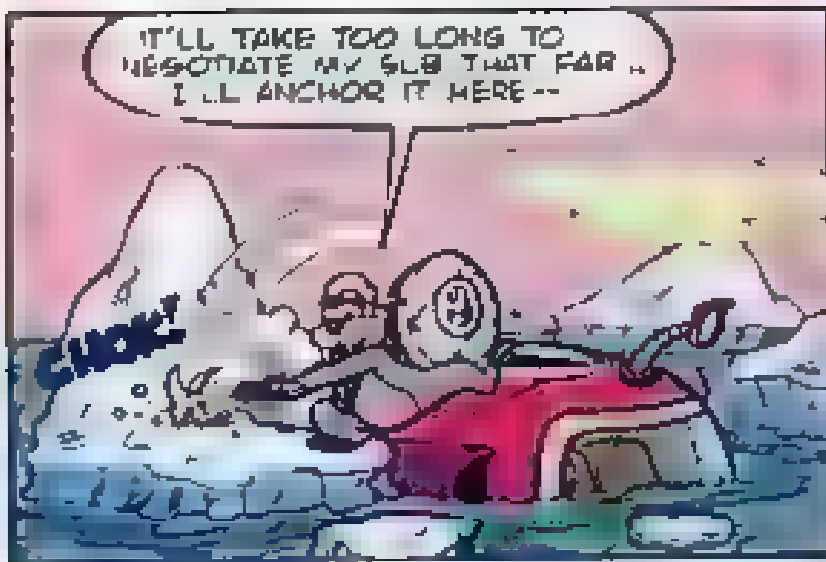


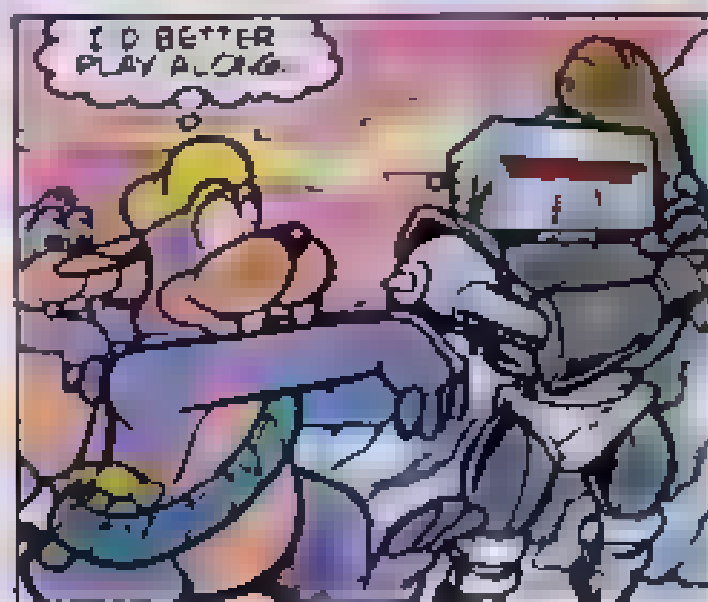
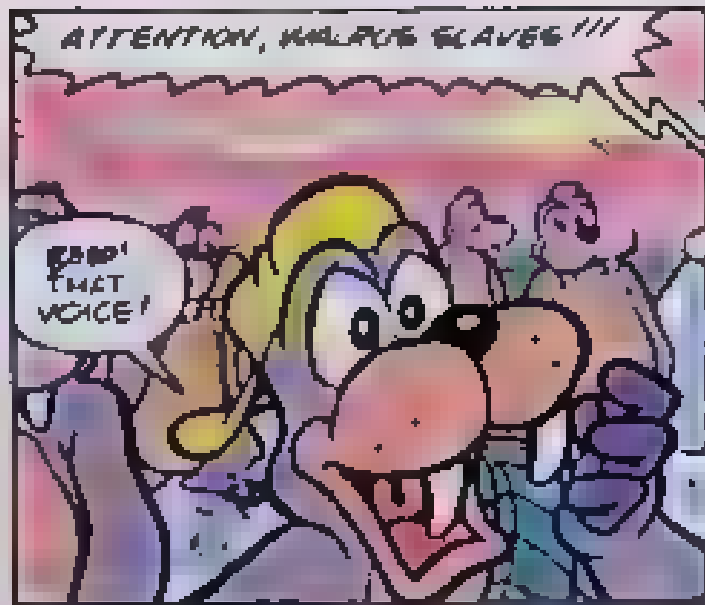
SCRIPT MIKE DALLACHER
PENCILS ART MATHANNEY
INKS BOB KOSLOWSKI











ROBOTNIK SAYS YOU WELCOME! EARLIER TODAY, I DETONATED A NEUTRON BOMB OVER YOUR COLONY...THE FALLOUT HAS SHORT-CIRCUITED YOUR BRAINS, MAKING YOU MY MINDLESS THRALLS! SOON, THE ENTIRE FROZEN NORTH SEA WILL BE MINE!



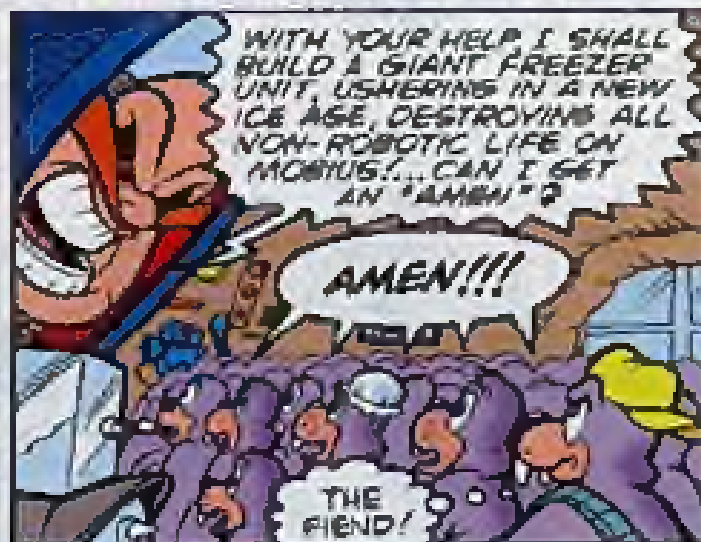
AT FIRST, I WAS GOING TO HAVE YOU HELP ME MELT THE POLAR ICE CAPS, CREATING A 'WATERWORLD'...



-- BUT THE BUDGET WAS WAY TOO HIGH!

GO... ON TO PLAN 'B'...

WITH YOUR HELP I SHALL BUILD A GIANT FREEZER UNIT, USHERING IN A NEW ICE AGE, DESTROYING ALL NON-ROBOTIC LIFE ON MORTUIS!... CAN I GET AN 'AMEN'?



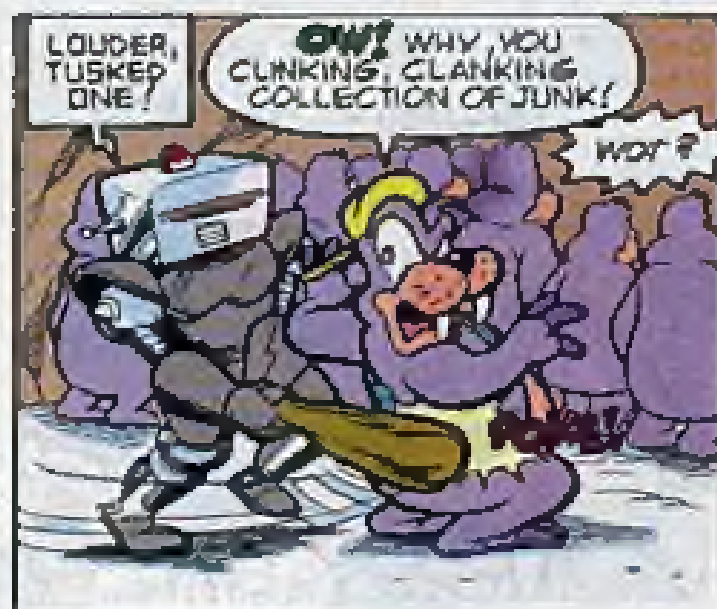
AMEN!!!

THE FIEND!

LOUDER, TUSKED ONE!

OW! WHY YOU CLINKING, CLANKING COLLECTION OF JUNK!

WOT?

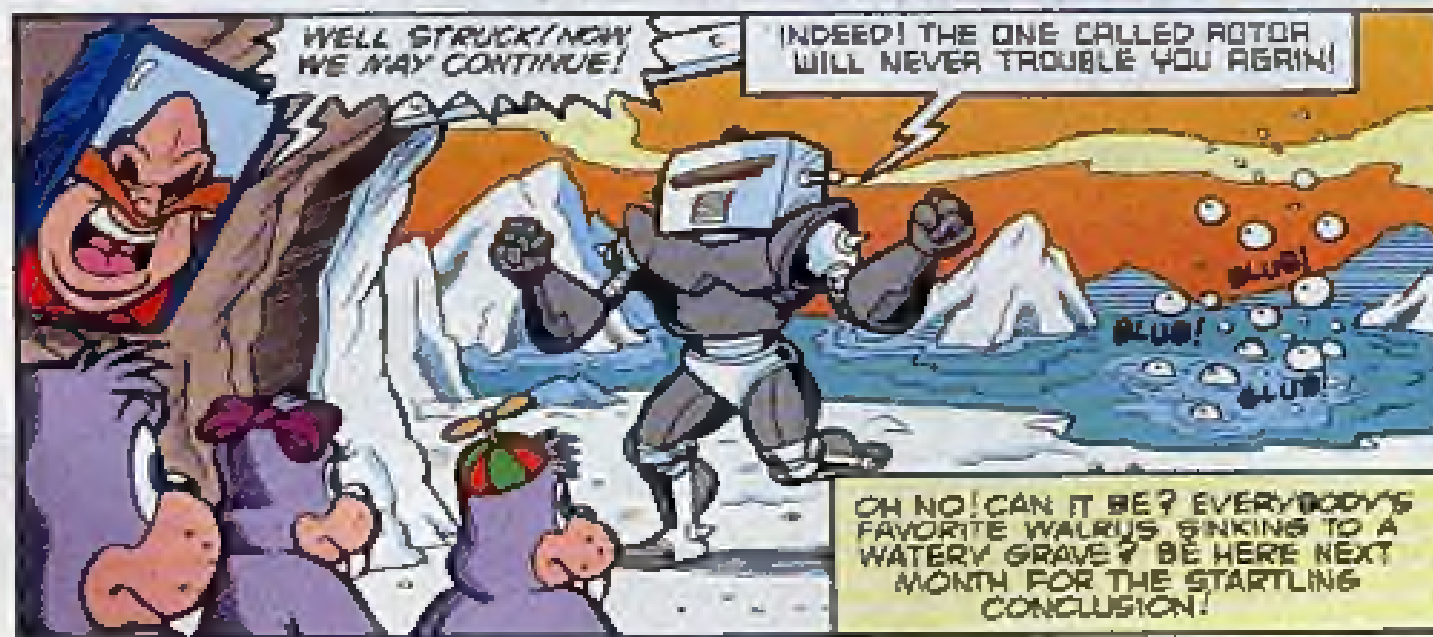
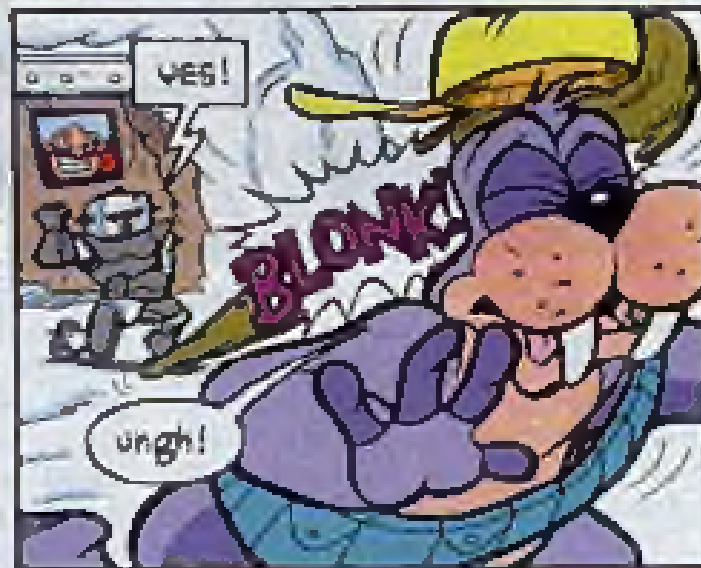
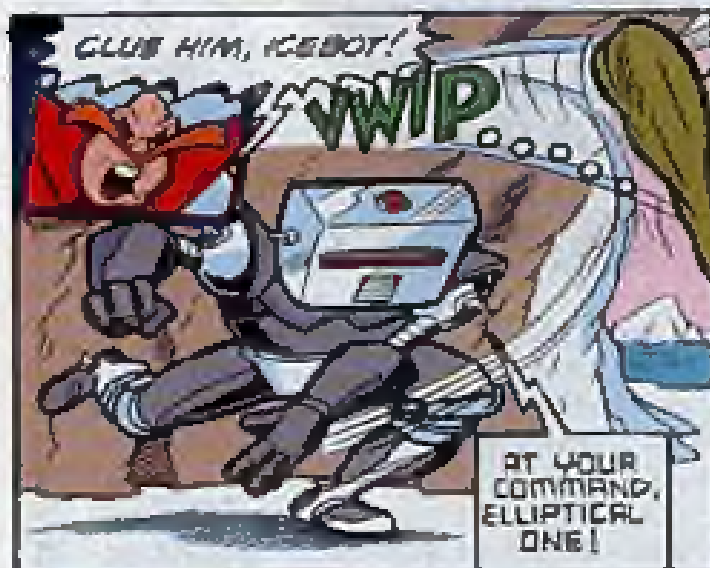


THAT'S NO ORDINARY WALRUS!

I'M DUSTED!

BETTER SPLIT THIS SCENE!





SONIC GRAMS

SEND IT TO ARCHIE COMIC PUBLICATIONS, INC., SONIC-GRAMS, P.O. BOX 418, MAHAROCK, NY 10943.



HERE'S THE SCOOP!

For the past few months on these pages you've read my hype about the upcoming Knuckles mini-series, originally scheduled for sale January, 1996. Well, I've got good news and "so-so" news. Hey, I'm not going to give you any bad news! First, the "so-so" news: Knuckles' solo series #1 will now be on sale April 1996. Why are we making you wait three more months? Well, that's part of the good news: Archie Comics and Sega made two of your favorite artists clear their schedules and drawing tables to take on the awesome task of illustrating the adventures of your favorite echidna. Who am I talking about? None other than the outargram team of Spaz & Harvey! That's right! Come next spring, you can thrill to three issues with over seventy-five pages of story and art work by our own dynamic duo! And who better to write these epics than the guys who introduced Knuckles way back in Sonic #13? Here they are, writers extraordinaire, a dynamic duo in their own right. Mike Kunturavich & Ken Penders!

Now, you might be saying to yourself "What am I going to do without any Knuckles stories for the next couple of months?" Don't worry. I have absolutely no intention of making you wait until April until you see another Knuckles adventure. Starting with this issue and for the next two issues you can enjoy Knuckles mini-stories. Beginning with issue #34 you can enjoy longer Knuckles solo stories which lead right into his mini-series.

Oh, did I mention that while all that is happening you'll also thrill to the sexiest Sonic 48-page Special featuring Super Sonic vs. Hyper Knuckles! Want to know more? Tune in next month!

Enjoy!

Scott

P.S. This month the lovely and lovable Dawn Spazianta makes her debut in the "Adventures of Scott & Paul." A hard-working soul, Dawn works side-by-side with Paul to make sure that Sonic's comics are available for sale every month. Does her last name sound familiar? It should! Dawn is none other than the sister of Patrick (Spaz) Spazianta! I guess talent runs in the family!

Dear Sonic,

Hi! How is your freedom fighting life? Okay, I'll get to the point. See, my problem is this: my brother has a book called "Winning Game Tips for Sonic the Hedgehog." In it is a section on Sonic (D. The introduction mentions Princess Sally and shows her as a pink hedgehog. In silver edition #25 she was portrayed as a character named Amy Rose. As much of a Sonic fan as I am, I am so confused! Say hi to the other Freedom Fighters, please.

Your friend and fellow
Robotnik-hater,
Melissa Rean
Naperville, Ontario, Canada



Hi, Melissa! My Sega CD game was originally created by Sega in Japan. In that game the pink hedgehog was named Amy Rose. When the game was introduced in the US and Canada Sega decided to call her Princess Sally.

However, since she looked nothing like the Princess Sally we know and love from my comic and ABC TV show, the gang at Archie Comics decided they would avoid confusion by using her original name.

Confusing, eh?!

Dear Dylan, Sonic and Knuckles,
I have a few things to ask: 1) Dylan, how do you say your name? 2) Knuckles, in "First Contact" (Sonic Triple Trouble Special) do you think the voice is your dad? 3) Sonic, are you and Sally in love? You three are my favorite Freedom Fighters! Please print my letter, I've been trying for two years!

Peter Draper
Tomb River, NJ

Cheesy Chili Dogs! Two years is too long to wait! I'm glad we finally printed one of your letters! As for your questions: 1) It's pronounced "Dill-an." 2) I don't know yet, but Scott says you're real close! Very good guess! 3) We're definitely "in like." As for love, I have to knock a certain skunk out of the picture first and then maybe I'll know.

Dear Sonic,

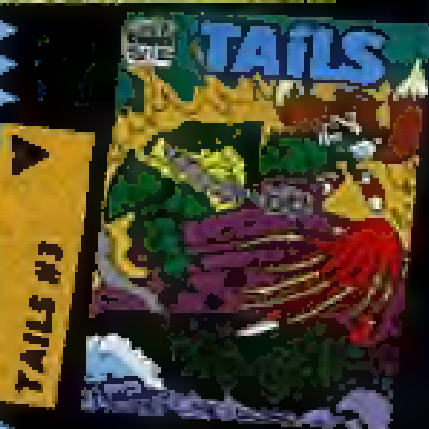
I love your comics and games. 1) Can you make a Sonic 48-page Special where Sonic meets Tails and Knuckles? 2) Is there a Super Sonic code in Sonic game #12? 3) Did Robotnik give you a shot so you can't be Super Sonic all the time? Tell Tails that he is cute and tell Knuckles that he's completely rude. See ya!

William Pearce
Lockeester Hills, NJ



Hey, Billy boy! Here's a few not-rude answers: 1) & 3) As Scott said in his editor's box I'll be changing to Super Sonic and fighting Hyper Knuckles in my next 48-page Special! 2) I can't transform into Super Sonic in my first game. Sorry!

ON SALE
DECEMBER '95...



ON SALE
JANUARY '96...



SONIC-GRAMS